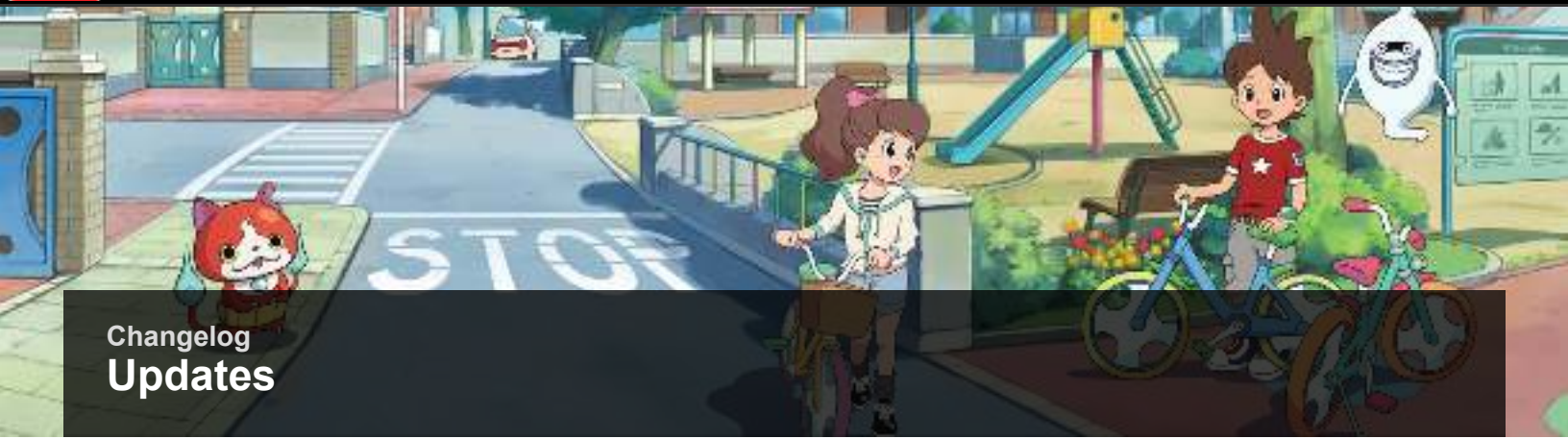

Changelog

Updates

Updates (November 16, 2015)

- Added alphabetical listing of all in-game Yo-kai characters and corresponding tribes with links to their Medallium entries (link)

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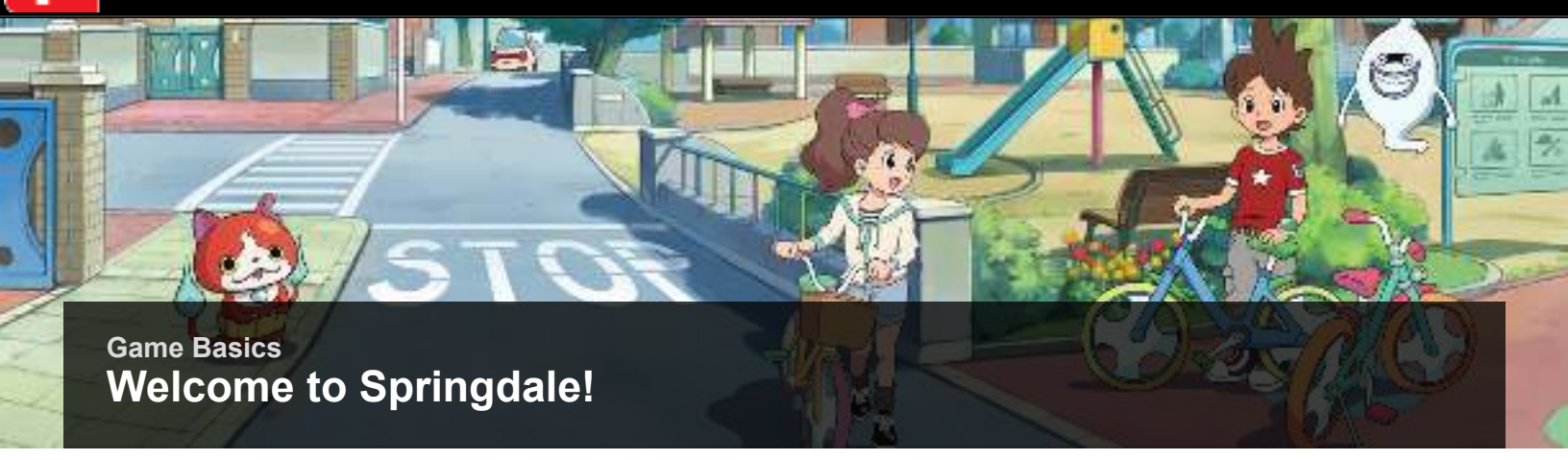

Game Basics

Welcome to Springdale!

Sure, it's a great town with plenty of nice people. But something strange is going on. Odd supernatural beings called Yo-kai have flooded the streets, alleys, schools, and even the sewer system! Some are playful, others friendly, but some arrive with ill intent. All are unleashing craziness and shenanigans. Only you can get to the bottom of it!

What are Yo-kai?

Yo-kai are strange spirit-like beings that normal people cannot see. They love pranks and causing trouble. They have mysterious powers that bring luck, both good and bad, to the humans around them. If somebody's acting weird, it just might be a Yo-kai trick!

The Eight Yo-kai Tribes

Yo-kai are divided into eight tribes, each with its own unique set of traits.

These cool, courageous creatures excel at fighting, especially physical combat.

With weird shapes and sizes, they are hard to predict and are strong in Yo-kai Techniques.

Rugged in body and spirit, they pair sturdy defense with powerful guarding abilities.

While very cute and even cuddly in appearance, they nevertheless tend to be speedy and sharp in combat.

These kind, full-hearted Yo-kai are infused with generous healing abilities.

These dark-hearted Yo-kai often bring out the worst behavior in nearby humans.

An odd, creepy-looking tribe, they are masters of inflicting status ailments.

These independent, free-thinking spirits have slimy, snakelike features. It's hard to grab these guys!

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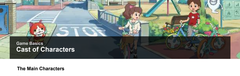


Game Basics

Cast of Characters

The Main Characters

Nate

Full Name: Nathan Adams

A typical4th-grader. Nate obtains the Yo-kai Watch from the Crank-a-kai machine he finds at Mt. Whitecoat while hunting for insects.

Katie

Full Name: Katie Forrester

Nate's classmate, a fifth-grade girl with a knack for sensing the supernatural. Katie obtains her Yo-kai Watch on Mt. Whitecoat, as well.

It's Your Choice!

At the start of the game, pick the character you want to play, either Nate or Katie. The story's the same regardless of your selection. The only thing that changes is the location of your home and some of the dialog during events, so feel free to choose either one. You can also change your character's name to whatever you like.

Nate or Katie?

The game's the same either way. Whichever character you don't choose appears in game as your classmate.

The Classmates

Bear

Full Name: Barnaby Bernstein

Somewhat of a bully, though he has a sentimental streak and really loves his family. A good guy deep down, maybe?

Eddie

Full Name: Edward Archer

A snazzy who doesn't believe in Yo-kai or the supernatural. Also, Bear's friend.

The Adults

Nate's Mom

Full Name: Lily Adams

A steady, loving mom who breezily handles her household duties.

Nate's Dad

Full Name: Aaron Adams

The family's main breadwinner, although he sometimes acts a little goofy.

Katie's Mom

Full Name: Rebecca Forrester

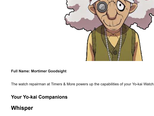
A kind-hearted mom who takes life at her own pace.

Katie's Dad

Full Name: Jason Forrester

A dedicated worker. He works with Nate's dad.

Mr. Goodsight



Full Name: Mortimer Goodsight

The watch repairman at Timers & More powers up the capabilities of your Yo-kai Watch.

Your Yo-kai Companions

Whisper

This self-styled "Yo-kai butler" delivers the Yo-kai Watch to your main character.

Dismarelda

A moody Yo-kai that darkens the air around her, triggering things like family arguments.

Jibanyan

The spirit of a cat hit by a car. Currently in training to defeat his automotive nemesis.

Cadin

A cicada Yo-kai spirit caught by the main character.

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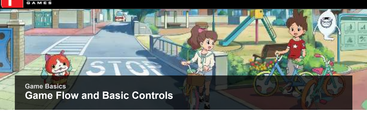


Game Basics

Game Flow and Basic Controls

Here's a rundown of the basic game systems, controls, and how to start playing. Master this stuff, and you'll be well on your way to conquering Yo-kai Watch.

The main story consists of 11 chapters total. In general, you work your way through each one by engaging in the three main activities below. Additionally, you can pick up many sub-quests called Requests and Favors from folks around town. In most cases, you don't need to finish these sub-quests to finish the game, although there are a few exceptions.

The story unfolds across Springdale, your hero's hometown.

Your town is packed with residents full of observations, funny stories, problems, and requests.

Track Your Objectives!

Move around town, tracking the target destination shown onscreen. When you arrive, talk to the person or examine the object or building there. What'll happen next?

The "!" marks your objective.

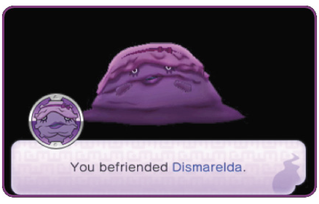
Find The Yo-kai!

Your Yo-kai Watch reacts when Yo-kai lurk nearby. Search the area until the magnifying glass icon appears, then press A to enter Watch Mode and start searching with your Yo-kai Lens.

The screen goes into Watch Mode. Move the Lens around to look for Yo-kai.

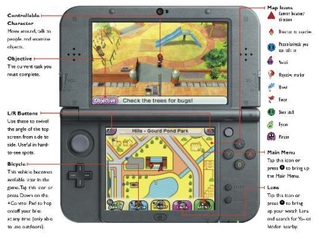
Fight (and Befriend) Them!

Battle any Yo-kai you find! Win, and you might have a chance to befriend the being. Try to win as many friends as possible.



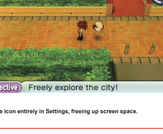
Some Yo-kai will befriend you in events outside of battle, too.

Controls and Movement


Controls/Info. Character
Move around, talk to people and examine objects.
Objective
The current task you must complete.
L/R Buttons
Use these to swivel the angle of the top screen from side to side. Useful in hard-to-see spots.
Bicycle
Once a vehicle becomes available, one is in the game. Tap this icon or press Down on the +Control Pad to hop on/off your bike at any time. (only also to use outdoors).
Map Icons
Quest locator arrows
Rewards you've still a
Yo-kai
Buddy meter
Food
Fast
Sen dell
Iron
Prize
Main Menu
Tap this icon or press Y to bring up the Main Menu.
Lens
Tap this icon or press B to bring up your watch lens and search for Yo-kai
Objective
Check the trees for bugs!
Hills - Sound Pond Park

Magnify Your Map

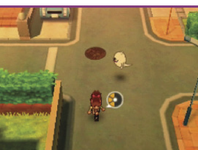
You can change the screen magnification of your map to get a bigger picture of the area around you. Zoom out all the way to see what area of town you are currently in.



You can change map magnification only while outdoors, not in back alleys or inside buildings.

Yo-kai Radar!

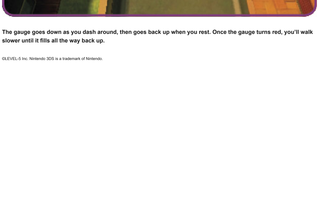
Tap this icon or press Up on the +Control Pad to change the icon on the top-right corner of the top screen, toggling it between Yo-kai Radar and Watch Mode.



You can also toggle off the icon entirely in Settings, freeing up screen space.

Push B to Pick Up the Pace!

Press and hold B while in motion to run faster. An energy gauge appears to the right of your character and starts to drain. When it turns from yellow to red, you're out of breath and have to walk for a little while. Make sure to ease up on the button before the gauge goes red.



The gauge goes down as you dash around, then goes back up when you rest. Once the gauge turns red, you'll walk slower until it fills all the way back up.

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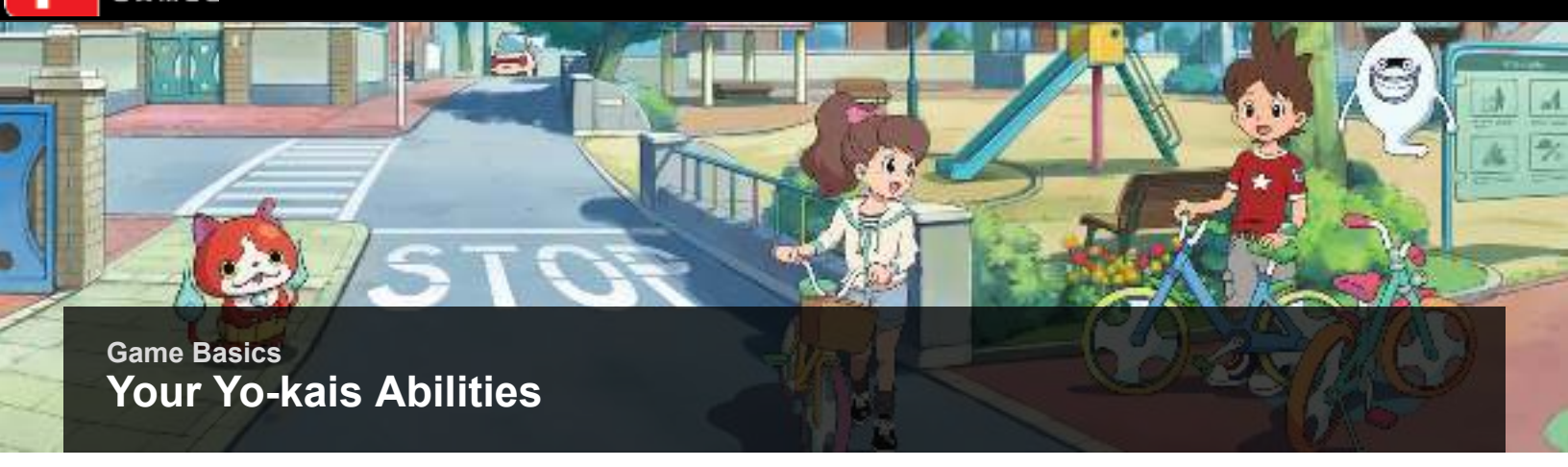
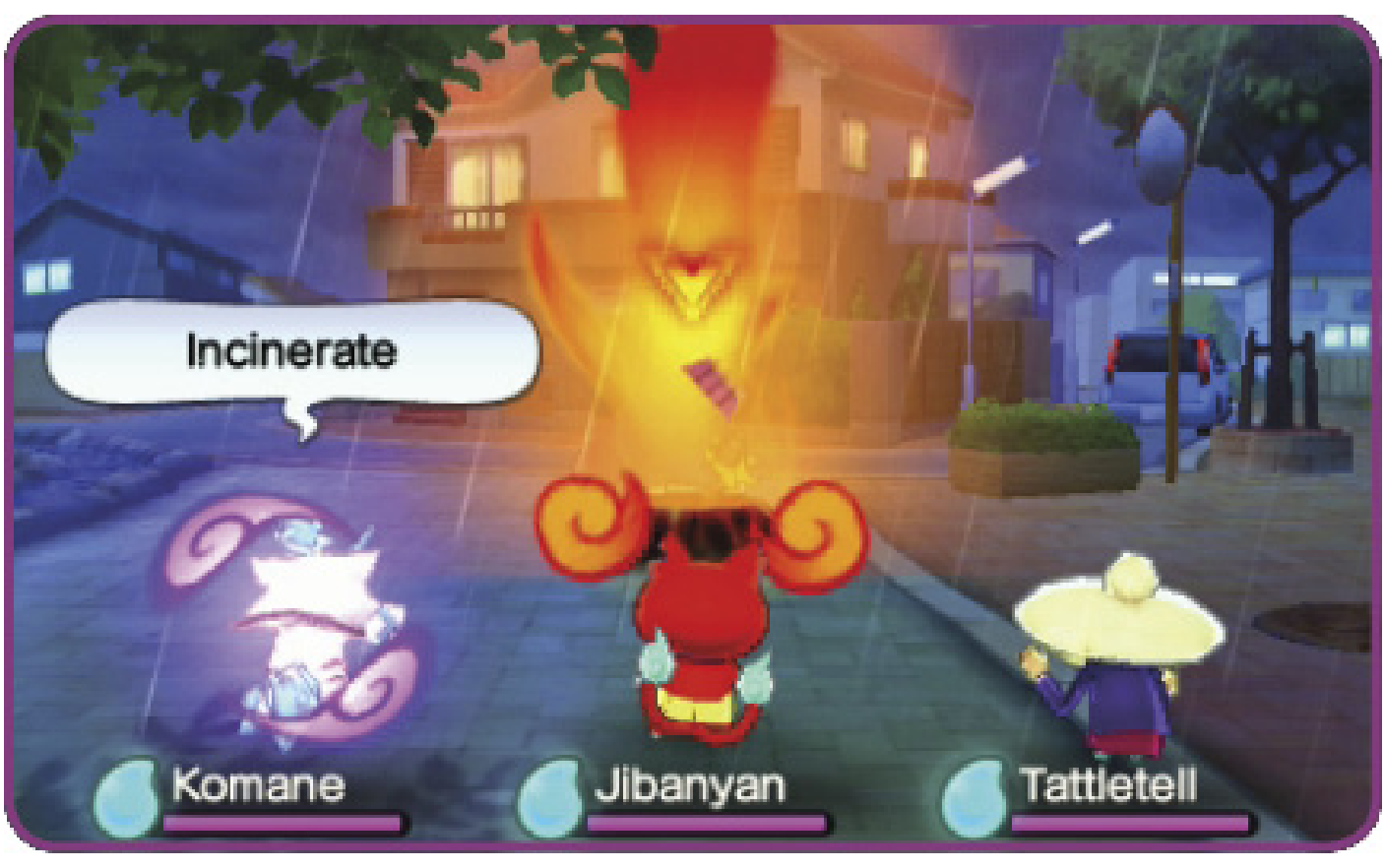


Game Basics

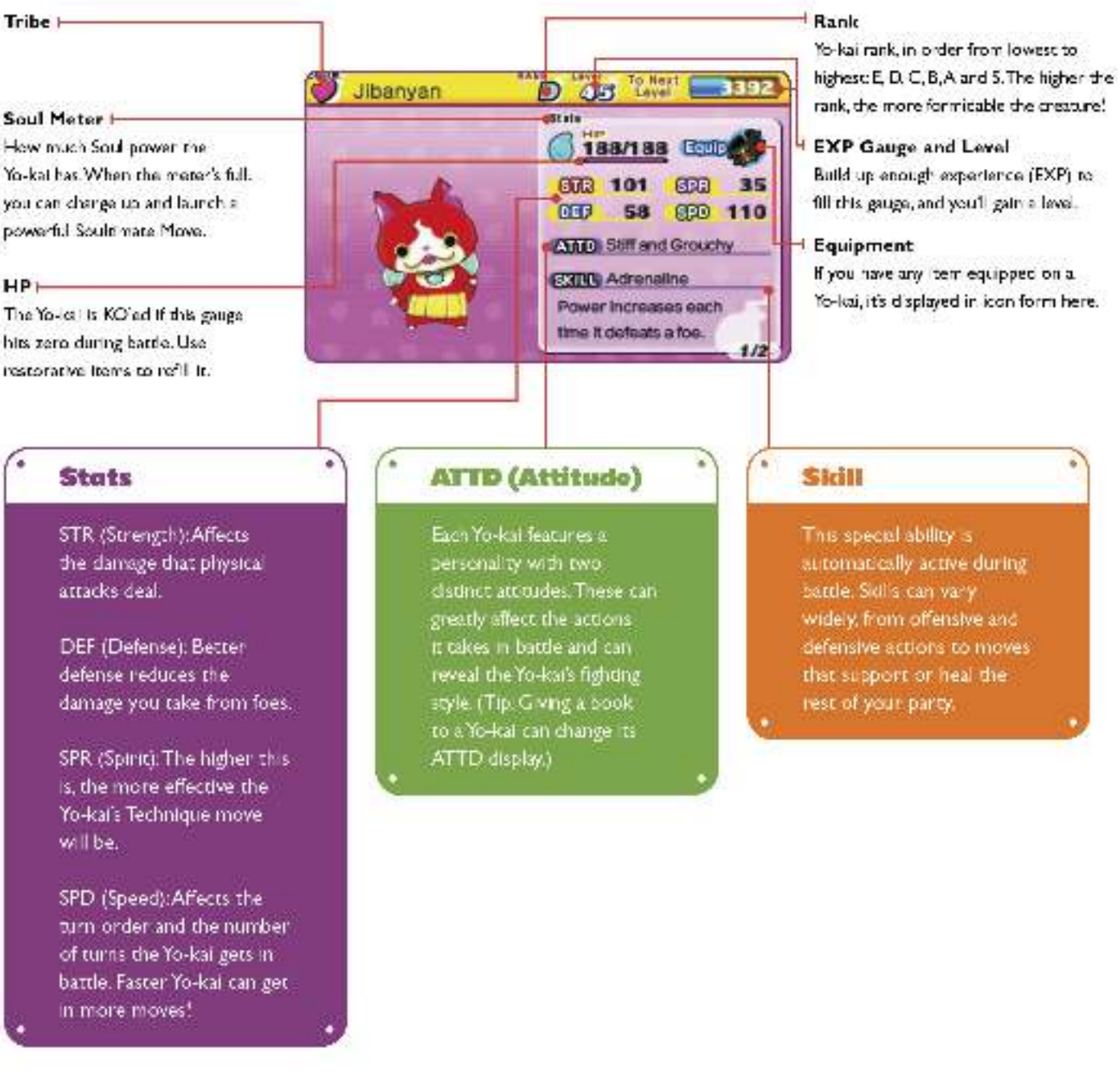
Your Yo-kais Abilities

You can find and befriend a grand total of 218 Yo-kai. Every one of them has its own unique skills. Control them deftly enough, and you'll have a much easier time getting through the game. Let's start by taking a look at what kind of abilities every Yo-kai has.



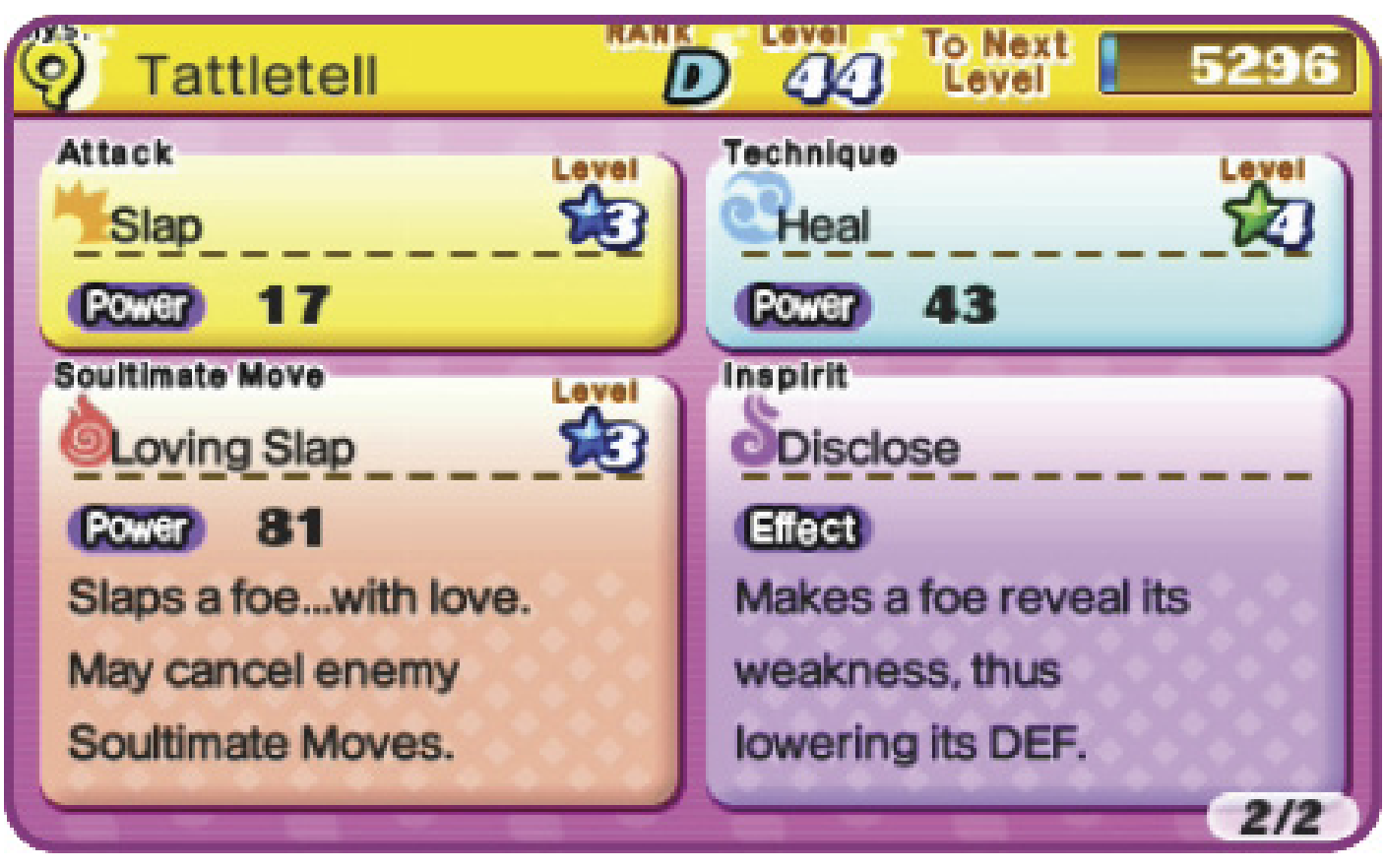
Some Yo-kai are great fighters; others excel at helping their friends heal. There's a huge variety!

Yo-kai Status Screen


Tribe
Soul Meter
How much Soul power the Yo-kai has. When the meter's full, you can charge up and launch a powerful Soultimate Move.
HP
The Yo-kai is KO'ed if this gauge hits zero during battle. Use restorative items to refill it.
Jibanyan
RANK D
Level 45
To Next Level 392
Stats
HP 188/188
Equip
STR 101
SPR 35
DEF 58
SPD 110
ATTD Stiff and Grouchy
SKILL Adrenaline
Power increases each time it defeats a foe.
1/2
Rank
Yo-kai rank, in order from lowest to highest: E, D, C, B, A and S. The higher the rank, the more formidable the creature!
EXP Gauge and Level
Build up enough experience (EXP) to fill this gauge, and you'll gain a level.
Equipment
If you have any item equipped on a Yo-kai, it's displayed in icon form here.
Stats
STR (Strength): Affects the damage that physical attacks deal.
DEF (Defense): Better defense reduces the damage you take from foes.
SPR (Spirit): The higher this is, the more effective the Yo-kai's Technique move will be.
SPD (Speed): Affects the turn order and the number of turns the Yo-kai gets in battle. Faster Yo-kai can get in more moves!
ATTD (Attitude)
Each Yo-kai features a personality with two distinct attitudes. These can greatly affect the actions it takes in battle and can reveal the Yo-kai's fighting style. (Tip: Giving a book to a Yo-kai can change its ATTD display.)
Skill
This special ability is automatically active during battle. Skills can vary widely, from offensive and defensive actions to moves that support or heal the rest of your party.

Battle Actions!

In battle, every Yo-kai has one action available in each of four different types of combat moves: Attack, Technique, Soultimate Move, and Inspirit. These actions don't change as the Yo-kai levels up, but the more you use them, the more powerful they become.



Press X in the Status screen (see the previous page) to bring up details about your action portfolio.

Attack

This is a physical attack targeted at an enemy Yo-kai. There are many kinds of attacks, from those that pack a major punch in one hit but don't hit often to those that deal just a bit of damage per strike but hit multiple times.

Technique

There are two types of Techniques: attacks infused with an elemental power like fire and lightning that damage foes, and recovery skills that heal your party's HP. These are never drained, and Yo-kai can use them as much as they like in battle.

Soultimate Move

When the Soul Meter is filled up in battle, your Yo-kai can charge up and launch a special Soultimate Move. Most of these actions damage your foes, but some boost your allies' stats or refill their HP.

Inspirit

A Yo-kai's Inspirit skill can spiritually "infect" an enemy Yo-kai and drain its stats. Inspiriting can also bestow good effects on Yo-kai allies—for example, by steadily refilling their HP gauges.

Elemental Effects

If you land an attack infused with a certain element on a foe weak against that element, you deal more damage than you would otherwise. Take advantage of this! There are six elements in all.

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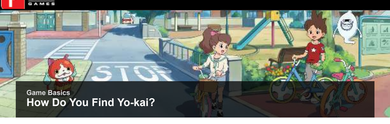


Game Basics

How Do You Find Yo-kai?

Yo-kai lurk in almost every nook and cranny around Springdale and its surrounding areas. Hit the town, and try to find as many as you can. Generally speaking, there are three ways to root them out. Once you do, it usually triggers a battle—but that's your chance to make the Yo-kai your friend!

Use Watch Mode

If you're near a place with hidden Yo-kai like tall grass, an electric pole, or even a vending machine, your Yo-kai radar will go off. You may see the magnifying glass icon pop up onscreen. Press A and the view switches to Watch Mode, letting you search for Yo-kai with the Yo-kai Lens. Watch for the purple shimmers!

Look for Yo-kai in places where your Yo-kai Watch picks up a strong signal.

When your Lens reveals a Yo-kai in Watch Mode, you don't immediately go into battle. First, you must keep your Yo-kai Lens over the target until the gauge around the Lens fills up. Some Yo-kai try to flee when spotted! Stronger Yo-kai are better at evading your Lens, making it harder to get a grip on them.

Yo-kai can be found in shimmering areas. Point the Lens toward that area.

The gauge fills up when you have the Yo-kai centered in the Lens.

Catching Bugs and Fish

When the magnifying glass icon pops up near trees or grass, you can switch to Watch Mode and then use your Yo-kai Lens to find and collect insects. Once you acquire a fishing pole during the story, you can catch fish from bodies of water in the same manner. To catch either one, stop the spinning roulette arrow on a mark. A red mark awards a rare version of the bug or fish. You might also find dropped items, so scan the area well!

Look for Cicadas or Rhino Beetles in trees, as well as Locusts down in the grass.

Once you get a fishing pole, you can fish at streams or in the ocean. Move the Lens over the fish you want to hook.

Yo-kai Radar

You'll also find Yo-kai in spots where your Yo-kai Radar picks up a strong signal and shows a "?" mark. This means that a Yo-kai's right there in the open, not hidden up a tree or under a car. But you still have to find it in Watch Mode. Press Y to bring up your Lens and comb the local area. Once you spot the culprit and fill up the Lens gauge, the Yo-kai is officially found.

You'll find Yo-kai in the area where the needle goes into the red zone.

Yo-kai won't run from you in this case, so take your time and search.

Talk to a Radar-Located Yo-kai and...

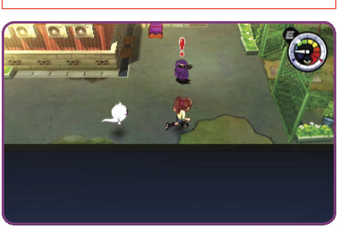
...you may go into battle, or simply obtain an item. Whatever happens, the location is added to your data as a "Yo-kai Spot."

Yo-kai Hangouts!

Some back alleys and buildings are hangout spots for aggressive Yo-kai. You'll find them wandering around the place, fully visible to you. (Look for them marked as red icons on your map.) Exploring such places can be helpful if you want some quick EXP-boosting combat to level up your party—no need to mess around with Radar or the Yo-kai Lens.

Back Alley Fight!

If you win the battle, you'll have a chance to befriend the Yo-kai, just like when you find them in Watch Mode.



Yo-kai won't run from you in this sketchy area. Once a wandering hostile spots you, they'll zoom right up to fight!

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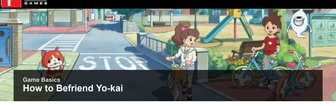
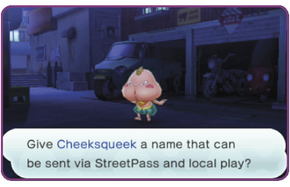


Game Basics
How to Befriend Yo-kai

Battles and Events

Generally speaking, there are two ways to make friends with Yo-kai. You'll automatically befriend some of them as part of the main story. At other times, you'll use Watch Mode to find Yo-kai—or simply run into them in back alleys and other dark places—and then defeat them in battle to befriend them. You may also befriend Yo-kai in certain sub-quests or Yo-kai Spots, but that doesn't happen as often.

It's a matter of luck whether a Yo-kai will befriend you after battle. You'll boost your chances if you give the Yo-kai its favorite food.



You can give your own personal nicknames to the Yo-kai that befriend you.

Medals: The Yo-kai Wheel and the Medallium

When a Yo-kai befriends you, it gives you a special Medal as a symbol of friendship. Use these Medals to summon the Yo-kai into battle. You can carry up to six Medals at once, which are placed in the six slots of your Yo-kai Wheel. This becomes your active party—the Yo-kai that fight your battles.

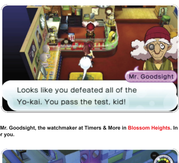
Once you've filled the six Medal slots in your Yo-kai Wheel, any other Medals you collect are stored in the pages of your Yo-kai Medallium. These form your reserve force. You can swap them into the Wheel, but only in the special places mentioned on the next page.

Duplicate Yo-kai

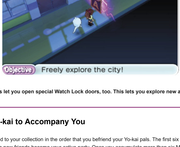
Acquire up to six duplicates of the same Yo-kai if you like. Indeed, some Yo-kai become more powerful if you possess multiples of the same type. However, the more duplicates of a Yo-kai you befriend, the less likely that you befriend that type of Yo-kai again. Acquiring six of the same Yo-kai might require some serious patience!

Raise Your Watch Rank!

Your Yo-kai Watch has a rank system, starting at E and rising to D, C, B, A, and then S as you work through the in-game story events. The higher your Watch Rank, the easier it is to find high-rank Yo-kai.



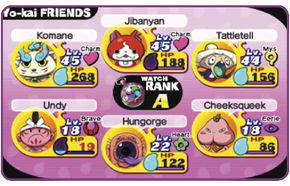
Complete tasks for Mr. Goodsight, the watchmaker at Timers & More in Blossom Heights. In return, he raises your Watch Rank for you.



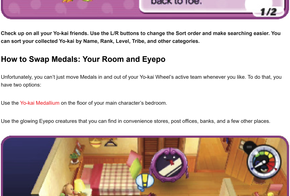
Higher Watch Ranks let you open special Watch Lock doors, too. This lets you explore new areas!

Choose Six Yo-kai to Accompany You

Yo-kai Medals are added to your collection in the order that you befriend your Yo-kai pals. The first six Medals go into your Yo-kai Wheel, and those new friends become your active party. Once you accumulate more than six Medals, the extras are automatically stored in your Yo-kai Medallium as reserve Medals. Be sure to check the stats and abilities of any new Yo-kai that you befriend. Then, switch Medals between the Medallium and your six active slots to create the strongest team available.



Open the Main Menu to get a quick top-screen look at the six Yo-kai friends currently in your active team.



Check up on all your Yo-kai friends. Use the L/R buttons to change the Sort order and make searching easier. You can sort your collected Yo-kai by Name, Rank, Level, Tribe, and other categories.

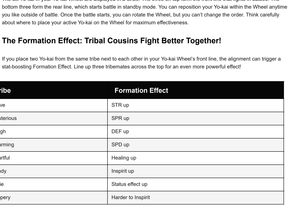
How to Swap Medals: Your Room and Eyepo

Unfortunately, you can't just move Medals in and out of your Yo-kai Wheel's active team whenever you like. To do that, you have two options:

Use the Yo-kai Medallium on the floor of your main character's bedroom.

Use the glowing Eyepo creatures that you can find in convenience stores, post offices, banks, and a few other places.

The Yo-kai Medallium lies on the floor in your main character's bedroom. All of the reserve Medals you collect are stored in it.



This ball of flame with an eye is an Eyepo. Use this odd creature to swap Medals between your Medallium reserve and your Yo-kai Wheel's active party. The Eyepo also fully replenishes the HP and Soul Meters of all your Yo-kai friends.

How Yo-kai Order Affects Battle

The six Yo-kai in your Yo-kai Wheel are displayed in a circle. The three on top form the front line that fights in battles. The bottom three form the rear line, which starts battle in standby mode. You can reposition your Yo-kai within the Wheel anytime you like outside of battle. Once the battle starts, you can rotate the Wheel, but you can't change the order. Think carefully about where to place your active Yo-kai on the Wheel for maximum effectiveness.

The Formation Effect: Tribal Cousins Fight Better Together!

If you place two Yo-kai from the same tribe next to each other in your Yo-kai Wheel's front line, the alignment can trigger a stat-boosting Formation Effect. Line up three tribemates across the top for an even more powerful effect!

Tribe	Formation Effect
Brave	STR up
Mysterious	SPR up
Tough	DEF up
Charming	SPD up
Heartful	Healing up
Shady	Inspirit up
Eerie	Status effect up
Slippery	Harder to Inspirit

No Benefit When Down

Even if members of the same Yo-kai tribe are lined up onscreen, the Formation Effect isn't triggered unless they're actually participating in battle. The effect is lost if tribal cousins are down.

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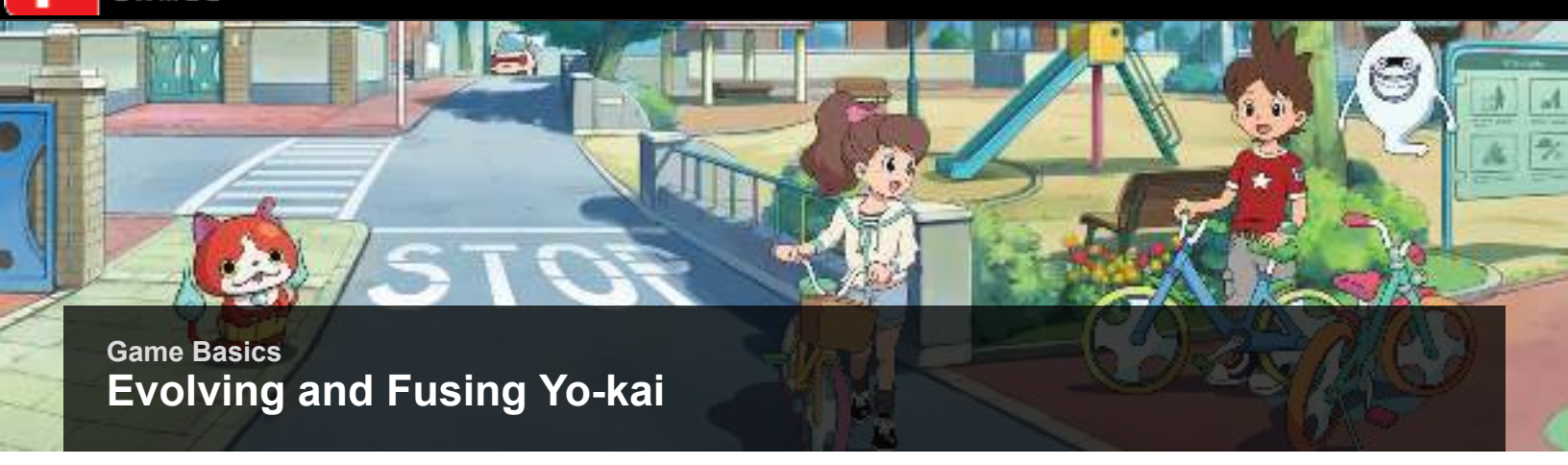


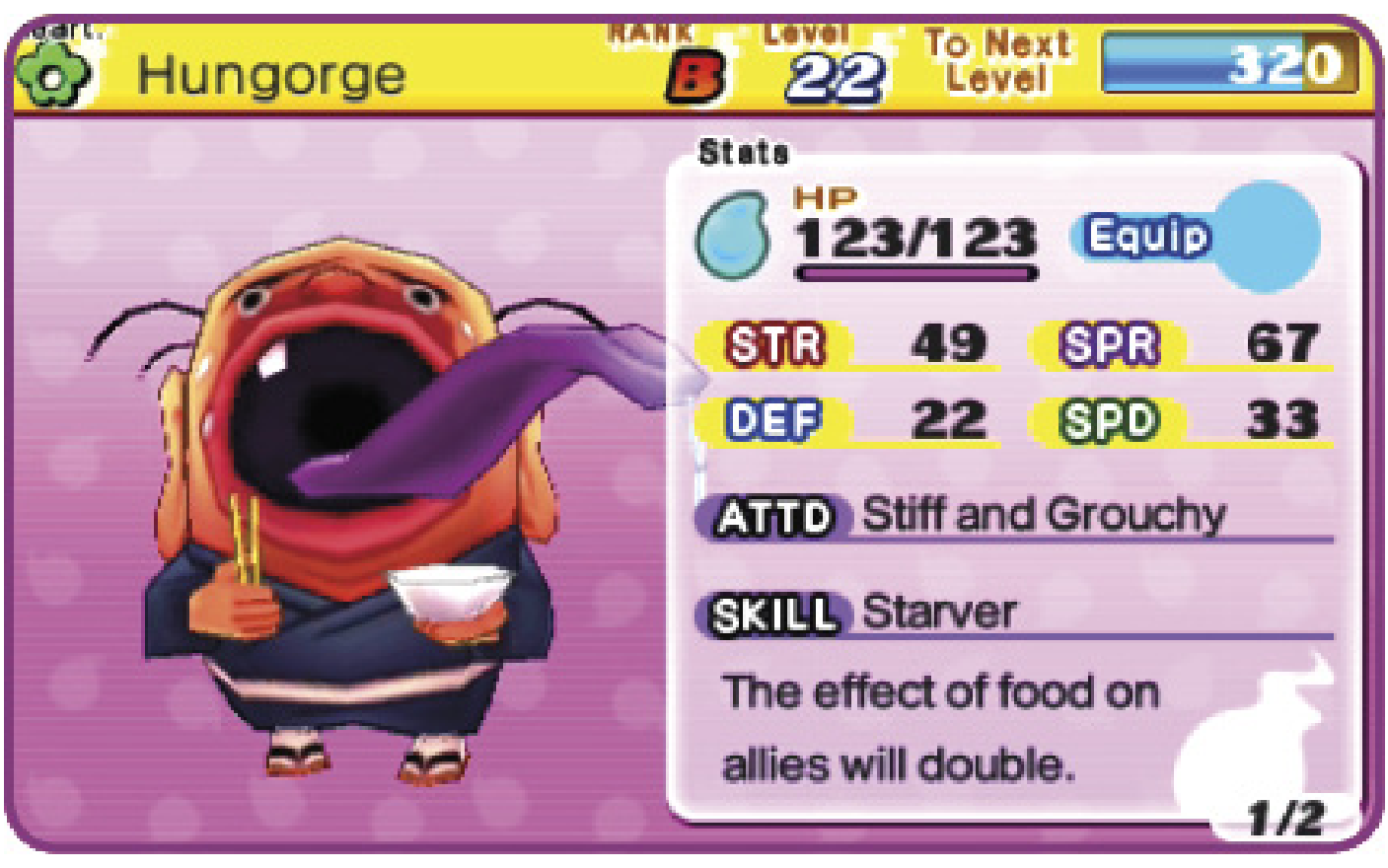
Game Basics

Evolving and Fusing Yo-kai

The most typical way to power up your Yo-kai friends is to put them in battle and raise their levels. But that's not the only way to improve your Yo-kai. You can also boost their powers by evolving or fusing them. Both processes change how a Yo-kai looks, producing a more formidable presence than ever!

Some Yo-kai can be obtained only via evolution or fusion. They're amongst the rarest and most powerful ones out there!

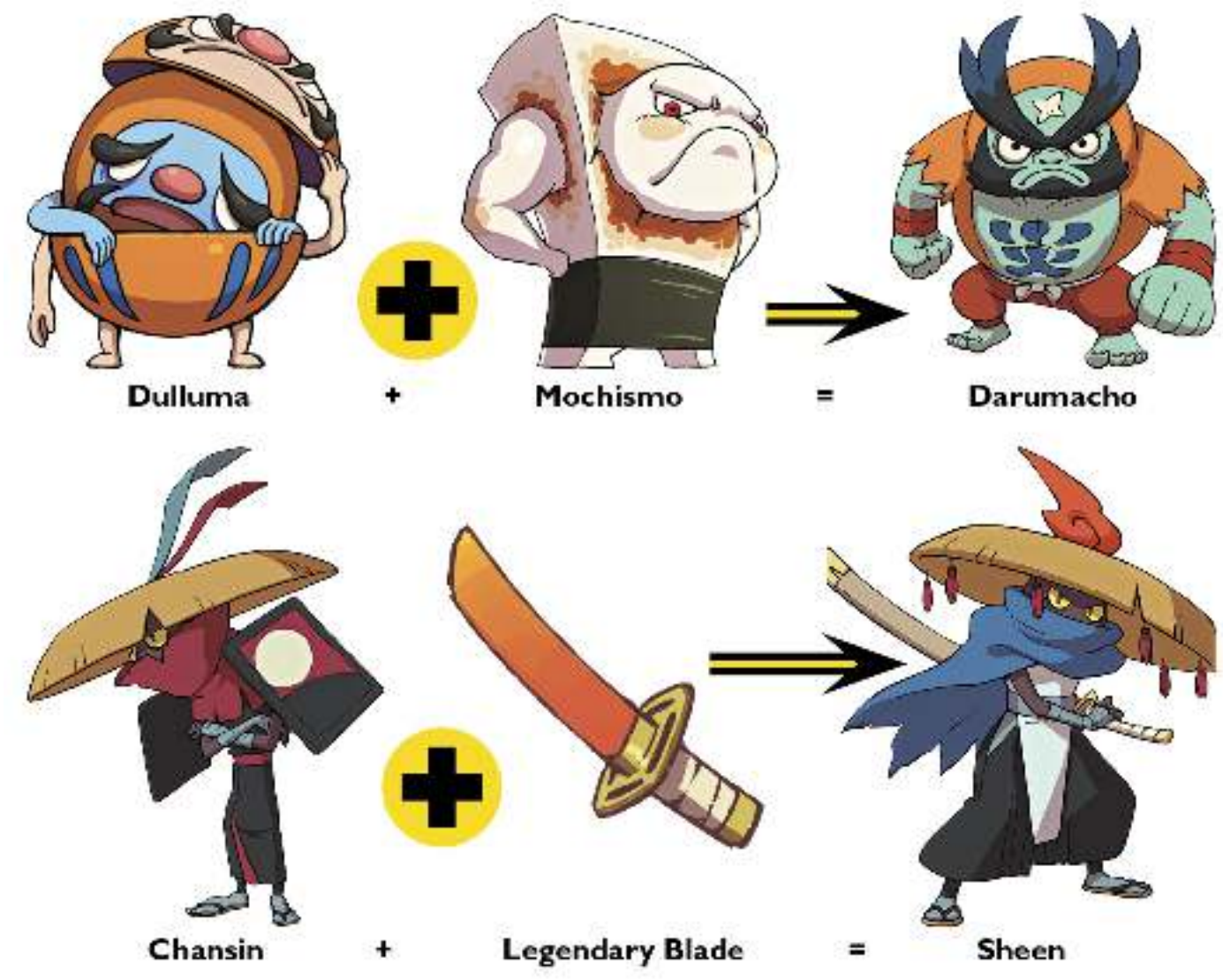
How Yo-kai Evolve



Yo-kai that can evolve will do so immediately once they reach the required level. You can also cancel the evolution if you like, leaving the Yo-kai as is.

If a Yo-kai can evolve, it automatically makes the transformation once it hits a certain level. The exact level number required for evolution depends on the type of Yo-kai it is. Some Yo-kai evolve early on, while others need to be leveled up fairly high before they do.

How Yo-kai Fusion Works

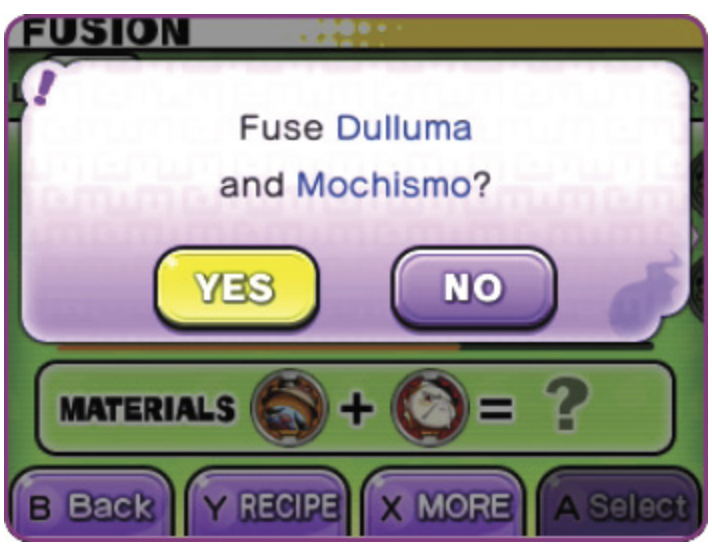


Once you reach Chapter 5 of the game story, you'll be able to combine Yo-kai and items in a process called "fusion." You can fuse Yo-kai with each other or with certain items to create a brand-new, powered-up being. This new Yo-kai immediately becomes your friend. (For more details on the fusion process, check out the "Evolution and Fusion" section.)

Visit Mr. Zen at the Shoten Temple in Blossom Heights to try fusing new Yo-kai.

Item Fusion

Two items can also be combined with each other to create a new item. Mr. Zen at the Shoten Temple can handle Yo-kai and item fusion for you.



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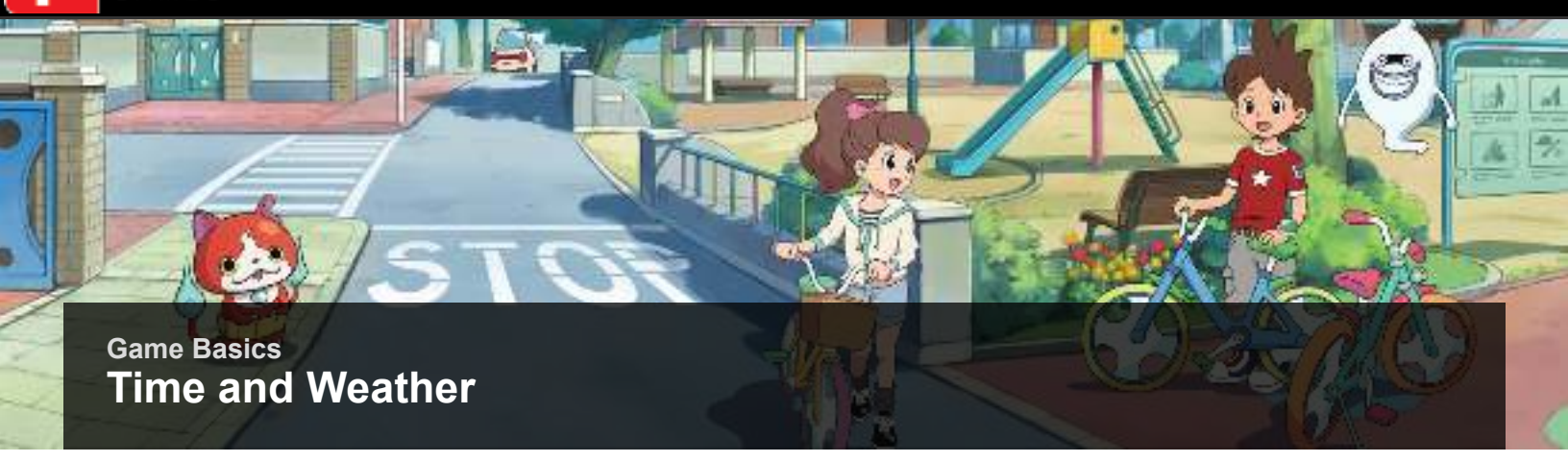


Game Basics

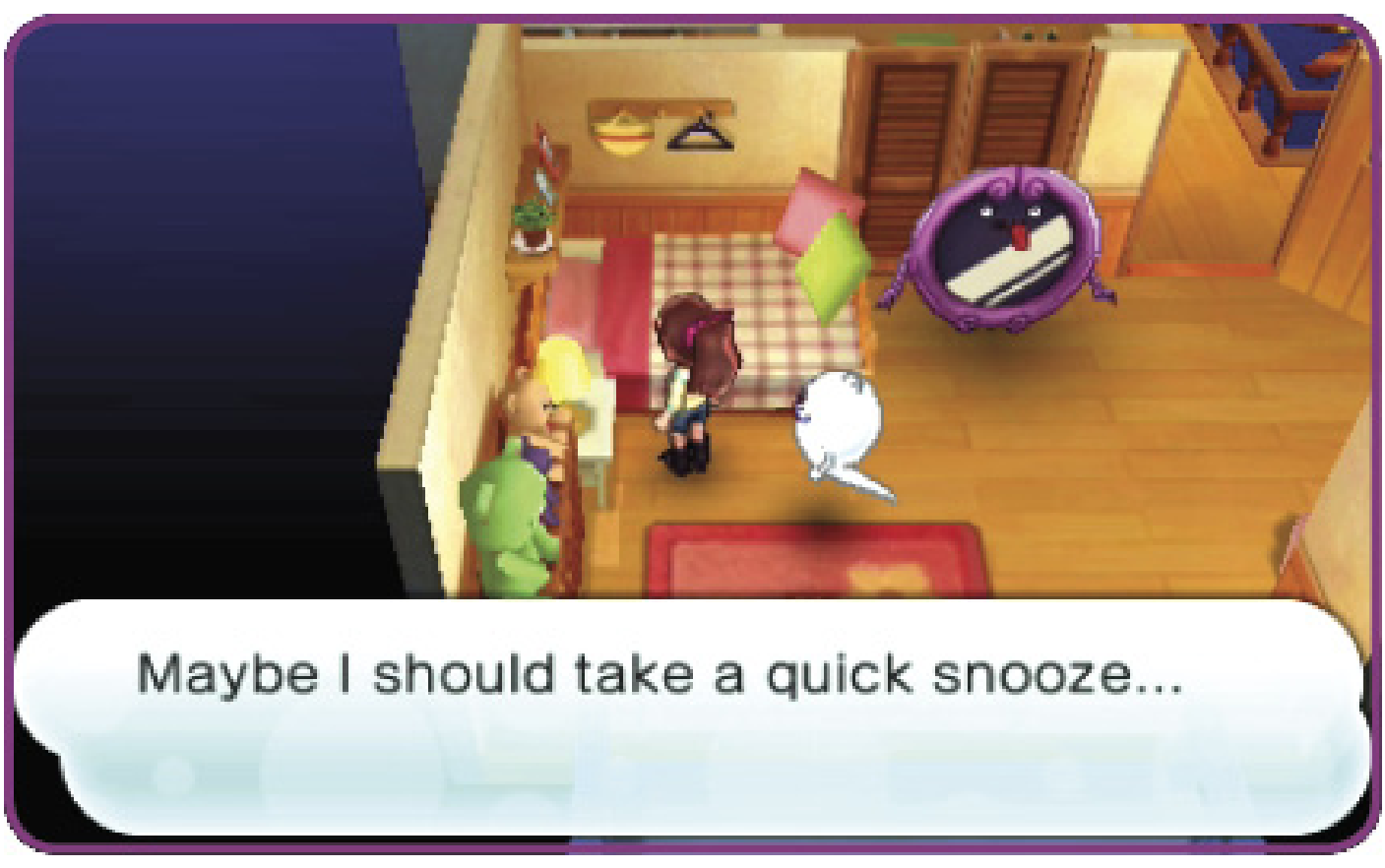
Time and Weather

Yo-kai Watch runs on a day/night time cycle that's a bit different from real life. The in-game clock ticks away only when you're outside. It stops when you're inside a building or using the menu system. The weather can also change from day to day.

How Events Are Affected

Time and weather can have a big impact on your Yo-kai search. For example, some Yo-kai show up only at night or only when it's sunny. Similarly, some sub-quests can only be triggered at night or during specific weather conditions. You'll also encounter buildings that are closed during certain hours, keeping you from entering.

Sleep to Advance Time



If you want to hurry the in-game clock along, go back home and rest in your bed. This lets you shift the time cycle from day to night, or vice versa. The weather may change, too. Note that the day-to-night transition skips over the evening hours, going directly from bright to dark.

Town Scenes Change with Time!

DAYTIME: The brightest part of the time cycle. You'll see lots of people out and about, and most stores will be open.

EVENING: The sun begins to set over town. Evening events are generally the same as daytime ones, but night comes quickly afterward.

NIGHT: The scene grows dark, with fewer people on the streets. Most shops (except convenience stores) are also closed.

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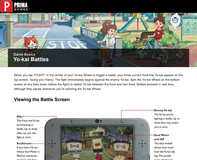


Game Basics >
Yo-kai Battles

When you tap "FIGHT!" in the center of your Yo-kai Wheel to trigger a battle, your three current front-line Yo-kai appear on the top screen, facing your foe(s). The fight immediately begins against the enemy Yo-kai. Spin the Yo-kai Wheel on the bottom screen at any time (even before the fight) to switch Yo-kai between the front and rear lines. Battles proceed in real time, although they pause whenever you're opening the Yo-kai Wheel.

Viewing the Battle Screen

Key
Your three front-line Yo-kai participating in battle; tap to show their Soul Meters and Spirit Burst gauges.
Soultimate
Your Soultimate Yo-kai; shows Soul Meter to Ward, maximum, and Spirit Burst; see the "Soultimate" entry, following, for more information.
Purify
Your Purify Yo-kai; heal foes the Yo-kai has Afflicted by a wave attack.
Enemy Yo-kai
The Yo-kai you're battling; tap to see what Stats they resist or are weak to.
Soul Meter
Spirit Burst
The Soul Meter fills as you attack foes; when full, the Yo-kai can perform a powerful Spirit Burst attack.
Target
Place over ongoing act on the yo-kai to attack it; tap to flick these around between foes if you can see an individual section of theirs.
Item
Use items in battle; a Yo-kai's HP or Soul Meter can be healed up to max.

Yo-kai Wheel

Spin the Wheel left or right to move your Yo-kai around into different positions on the front and back lines, making them fit well and not battle. Spin the circle fast enough, and you can even switch two of those Yo-kai in and out at once. Slide. You can rotate your party at any time, except when a Soultimate Move is being launched.

How Your Yo-kai Fight

During battle, each of your Yo-kai picks one of the four actions below, operating on its own volition. It makes these decisions based on how the battle is going, so it won't make inappropriate moves like trying to refill the HP when it's already maxed out.

Attack

Attack the enemy Yo-kai with fists or other physical weapons. There's a chance you'll land a critical hit, dealing more damage to your foe than usual.

Technique

The special types of Yo-kai Techniques are available: attack and recovery. Each offensive Technique is infused with an element, striking with an element that your foe is weak against deals more damage.

Inspirit

Infect or take over the enemy to lower its stats or give it a status ailment. You can also Inspirit an ally to boost its stats.

Guard

Defend against attack. Guarding halves any damage taken from attacks or Techniques that hit you. It also reduces the chance of being Inspirited.

If an enemy Yo-kai's been weakened, yet it's not kept it with everything you've got.

Between Actions

Yo-kai don't do anything in battle until their next turn comes up. If they're attacked in the meantime, that'll fill their enemy's Soul Meter a bit.

Books Change Attitudes! Attitudes Change Actions!

Each Yo-kai has a pair of attitudes that affects the way it fights. You can change these attitudes using books from your home. Each Yo-kai has a pair of attitudes that affects the way it fights. You can change these attitudes using books from your home. In battle, a Yo-kai's actions are affected by its attitudes.

What You Control in Battle

You can't directly control a Yo-kai's actions, but you can perform the following four actions in battle: Soultimate, Target, Item, and Purify.

Soultimate

Each Yo-kai has a Soultimate Move. Select the front-line Yo-kai you want to use the move, and then charge up your power so the button screen to launch the Soultimate Move Soultimates are powerful attacks that punish your foes, but some do things like refill your allies' HP or boost their stats.

Soul Meter

Each Yo-kai has Soul Meter gets filled up to max when you visit an Expos or not in bed-before battle. The meter drops to zero when you unleash a Soultimate Move, but it gradually refills during battle. Your front and rear lines automatically get their Soul Meters filled up when you switch them out. Yo-kai in the front line fill their meters more quickly than those in the rear. Inspirit Yo-kai or Yo-kai strongly resistant(to during more fights), your team members may have several chances to trigger Soultimate Moves.

When a Yo-kai's Soul Meter is filled up, you'll see "Ready!" over its icon on the Yo-kai Wheel. Tap "Soultimate," then select the ready Yo-kai you want to use.

Charge Up the Move

To charge up the power needed to execute the Soultimate Move, you must perform one of three charging actions, selected randomly. Tap Shoot and the stylus-like flower—it's easier to invest it as if you just use your finger.

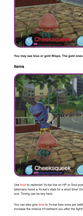
This one's pretty easy. Just spin the stylus around and around on the screen.

Trace the lines on screen. Finish tracing three lines, and you're charged up.

Tap on the flying yellow spirits. You charge up a little bit with each one.

Target

The action you use target a specific enemy. Place a pin on the enemy Yo-kai (or section of a large Yo-kai) you want to have attacked, and then touch the attack icon. Once you place the pin, your Yo-kai have regularly hit the greatest enemy, ignoring everyone else. Tip: Don't accidentally leave a pin in place during boss battles when you don't mean to.



If there's a foe you want out of the pictures first, pin it right when battle begins!

Pin the Whisp!

Wandering spirits called Whisps occasionally flutter across your battlefield. Try to pin them! If you succeed, you can earn bonuses like items or Soul Meter and XP refills.

You may see blue or gold Whisps. The gold ones often grant you better bonuses.

Items

Use Item to replenish Yo-kai but no HP or Soul power, or administer medicine to revive unconscious Yo-kai. Some magical items can even boost your Yo-kai to a level that Once you use an item, you'll have to wait awhile before you can use another one. Timing can be key here.

You can also give Item to Yo-kai foes once per battle. Why feed an enemy? Well, if you give a Yo-kai its favorite food, you increase the chance it'll befriend you after the fight.

Purify

Use the bottom screen "purify" Yo-kai that have been Inspirited with status ailments. There are four types of charming actions you may be asked to perform. Succeed, and you'll earn extra EXP.

Spin the stylus around the screen to ward off the evil aura.

Tap away to pop all the purple spheres.

Tap at the screen to crack through the barrier.

Rub away at the screen to clear the haze.

Quick Heal!

Sometimes, you'll see "LUCKY" onscreen, and the purification process will wrap up instantly. You'll also earn a lot more experience than usual.

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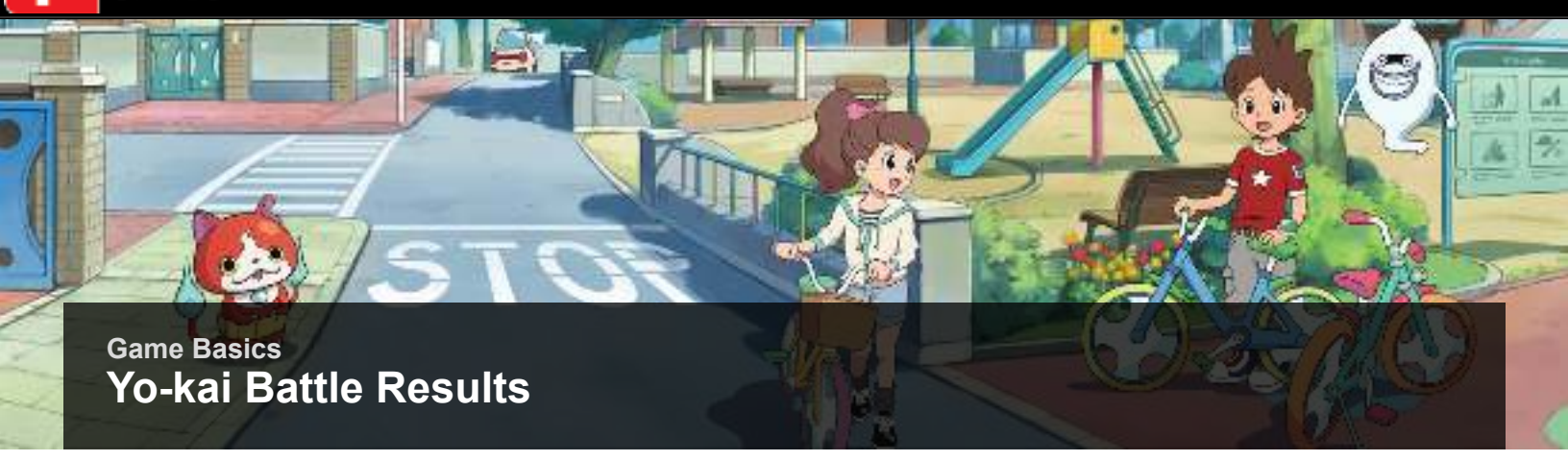


Game Basics

Yo-kai Battle Results

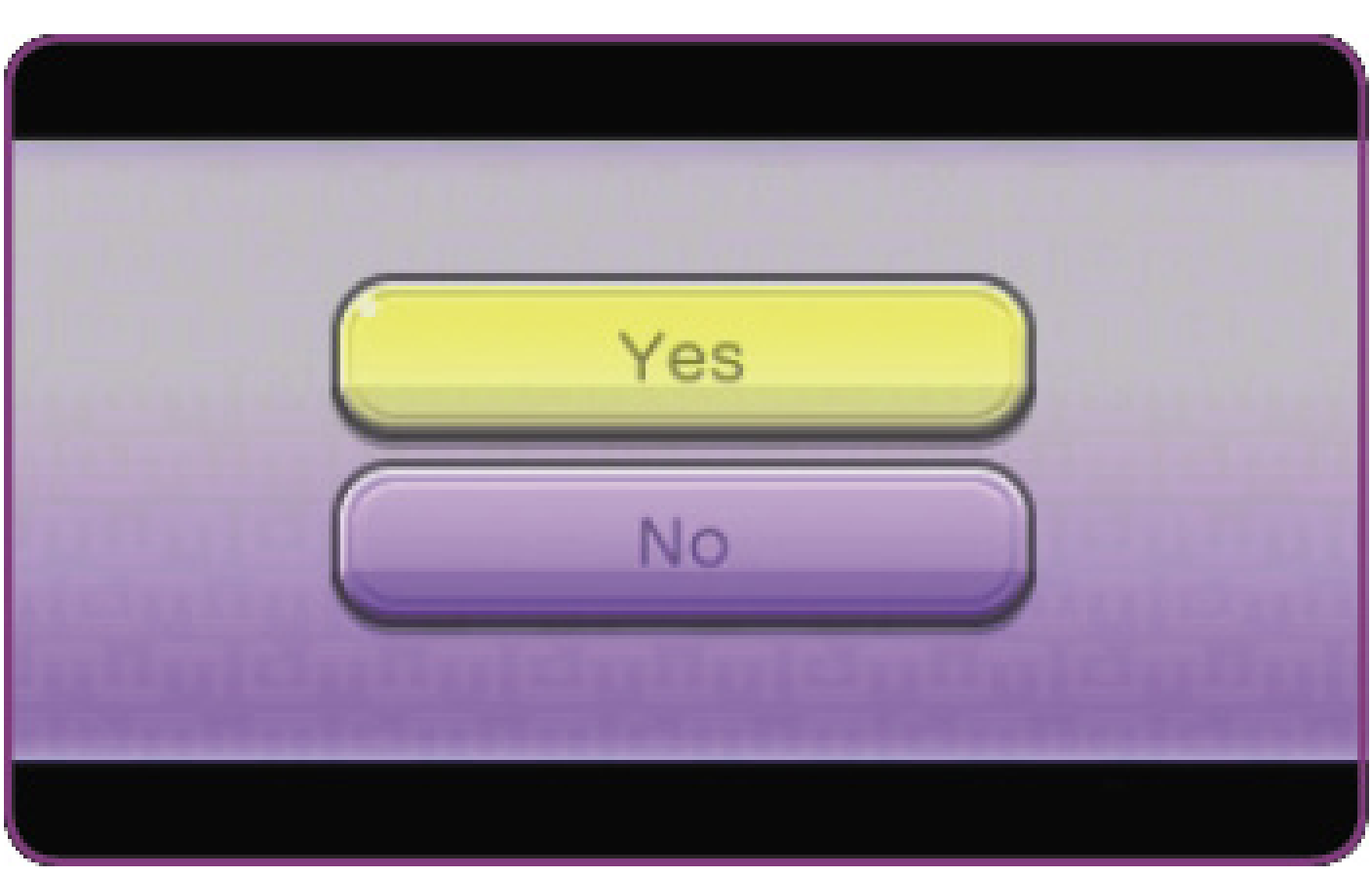
Once you defeat the enemy Yo-kai, the Results screen displays. All six of the Yo-kai in your active party are awarded the same amount of experience. Yo-kai in the rear line earn EXP even if they didn't join the battle at all! Any Yo-kai knocked out of battle after their HP hit zero are revived to 1 HP and rewarded with the same amount of EXP as everyone else.

In addition to EXP and money, you may also be rewarded with up to three items. If you're lucky, you might even earn a rare item!

Making New Friends

After you're done in the Results screen, there's a chance that one of the defeated Yo-kai will get back up and ask to befriend you. If you fought a team of three Yo-kai, the one making the request will be selected at random, regardless of which one you defeated first. Only one Yo-kai can ask to join you per battle.

Remember: You'll have an easier time making friends if you give foes their favorite food during battle.



You're free to refuse the request, of course. Which will it be?

Leveling Up Skills

After deploying attacks, Techniques, and Soultimates in battle, your Yo-kai team may see their skill levels for these moves go up in the Results screen. When skill levels go up, damage inflicted on enemies increases! The highest skill level for each type of move is 10.

Unlike regular EXP-based character leveling, skill levels never go up unless a Yo-kai actually engages in the fight. If you want to boost a Yo-kai's skill level, don't leave it in the rear line. Bring it out front, and let it go crazy in battle!

What If You Lose?

If all of your Yo-kai in possession are knocked out, guess what? You lose. You'll restart the game with all Yo-kai at the same HP and Soul Meter level as before the battle. Also, if you're in a building, you'll be taken back to the entrance. Otherwise, there's no particular penalty.

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Main Menu

You can see how much money you have in the upper-right corner of the Main Menu.

Yo-kai Medals

Here you can see your Yo-kai medals and their attributes. You can also see their level and current HP.

Fuse

Fuse two Yo-kai medals to create the Yo-kai medal you want.

Swap

Swap out a medal from one Yo-kai for another.

Main Menu: Quests

Quests will come in a large variety and can be obtained from a quest for you. They appear on the top line of the screen.

Rewards
REQUEST
The Too-Visible Girl
We put Chrissy's skills to good use, and the celebrity's rabid fans didn't even notice her.
Gain 1 Shrimp Rice Ball!

Some quests can be done over the net so you need to fix them.

Rewards

Once a quest is done then head back to get your rewards from them, and then it requires after quests, along with a bonus.

REQUEST
FAVOR
STORY
Nyungen!
Takeo asked us for some rice balls. Does he need them for himself or for his cat? What's going on here?
Gain 1 Shrimp Rice Ball!

Many of these quests involve collecting items or defeating a certain number/type of Yo-kai.

Main Story

Main Story quests are the ones that you need to complete to progress with the story. The number in parens is the necessary level to complete the quest. Some quests require you to have completed a certain number of Main Story quests.

Quests

The quests you're currently working on are shown on the Map tab, completed quests are listed in the order you completed them.

Look for the clockwork in an area you've completed.

The map function helps if you're forgotten where some quests are located.

Main Menu: Inventory

FOOD
Plum Rice Ball
A rice ball with a pickled plum in it. It's kinda sour.
CHEWS: 4
On Power: Increases a bit of HP.
On Pass: Yo-kai will like you a bit.

Here you can see how many of each item you have and how many you can have. Meanwhile, upgrades can increase the number of items you can have. Food is used to heal Yo-kai in battle, and to give to Yo-kai to increase your friendship with them. Items are used in battle or in the field, and also to fuse Yo-kai.

Food

FOOD
Plum Rice Ball
A rice ball with a pickled plum in it. It's kinda sour.
CHEWS: 4
On Power: Increases a bit of HP.
On Pass: Yo-kai will like you a bit.

Food is either a rice ball, Soft Food or Snack (Soft or Hard). Rice balls are used to heal and supplement, and Soft Food is used to heal Yo-kai in battle. Snacks are used to increase friendship with Yo-kai. Food can be bought at shops or found in treasure chests.

Items

You can use items in battle or in the field, and also to bring more than one. Meanwhile, upgrades can increase the number of items you can have. Items are used in battle or in the field, and also to fuse Yo-kai. Items can be bought at shops or found in treasure chests or rewarded for completing quests.

Animals

You can look at the animals that you've caught. Here the videos can't record, though Yo-kai Watch 2 has the ability to record videos. Animals can be bought at shops or found in treasure chests or rewarded for completing quests.

Equipment

EQUIPMENT
Worn Bangle
It's sort of cheap, but some Yo-kai say it's a fun fight for them!
CHEWS: 3 EQUIPPED: 2
On Power: Strength - 1
Speed - 1

The equipment you can use is also here. Here you can check out and choose equipment for your Yo-kai. Equipment can be bought at shops or found in treasure chests or rewarded for completing quests. Equipment can be upgraded at the Yo-kai Watch Shop.

Key Items

Key items are those that are necessary to complete quests. Key items can't be sold or used in battle.

Info

Medallium

Medallium

The collection of medals you've found/seen. Any Yo-kai you add will appear in the Yo-kai Medals menu. Medals are "discovered" if you've seen a Yo-kai, and "collected" if you've defeated it. Once you've discovered/collected a Yo-kai, you can see its stats and where it's found.

Expert Tools

Expert Medallium and Expert Tools are the same when the Medallium is unavailable. Some early quests require you to check out Yo-kai spots.

Legendary Yo-kai

Legendary Yo-kai, such as Komajiro, are mythical and tough to catch. You'll need to find them. Once you've found them, you can see their stats and where they're found.

Yo-kai Spirits

Yo-kai Spirits are Yo-kai that you've found, but haven't caught yet. You can't battle them, but you can see their stats and where they're found. Once you've caught them, they'll appear in the Yo-kai Medals menu.

Rewards

This is where you check out your prizes. Incentivizing players, a total of 50 perfect Yo-kai Tag Up Tests (Gold Tests) will reward you with a Yo-kai Medal for Yo-kai Watch 2: Bony Spirits.

Help

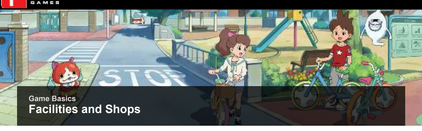
Here you can access a basic manual. All these guides are through the game's tutorials and help. You can also access the tutorials screen at the start of a battle.

Main Menu: Settings

Here you can change the settings for the game's music, SFX, and other options.

Main Menu: Diary

Here you can see your current location, Yo-kai on hand, and how many hours you've played. You can also see the date and time in the diary.



Game Basics
Facilities and Shops

Springdale is divided into five areas, and each area has its own selection of stores and facilities. Make sure to keep tabs on what you have access to. You'll have a much easier time getting through the game!

The further you get through the game, the more facilities are available.

Stores

Springdale features three types of stores. The Everymart is a convenience store that you'll find in every district. Generally, each Everymart carries the same stuff, although you'll occasionally find limited-edition items. Regular stores sell a variety of things, from bread and candy to hamburgers and other food. Finally, you can buy drinks from vending machines.

You can sell your accumulated items only at convenience stores.

Shopper's Row is lined with all kinds of different stores.

Drinks can be purchased at red vending machines. They aren't available in the blue ones.

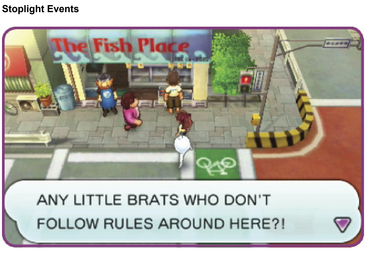
Jungle Hunter

Jungle Hunter is located in the southeast part of Uptown Springdale. Here, you can exchange the insects and fish you've caught for useful items. Some special items can only be acquired here.

Eyepo

You'll find these glowing creatures in convenience stores, post offices, and banks. They refill your HP and Soul Meter and let you save and rearrange your Yo-kai team. Eyepo locations are marked on your map.

Stoplight Events



Some Springdale roads have crosswalk signals that can be activated with a button. Obey the signals, and you might unlock special rewards. Ignore the signals, and you might get punished for excessive jaywalking!

Mirapo

This fellow becomes available starting in Chapter 9. Talk to a Mirapo to warp instantly to any place where another Mirapo is located. Once you unlock this, you'll be able to zoom around town a lot faster.

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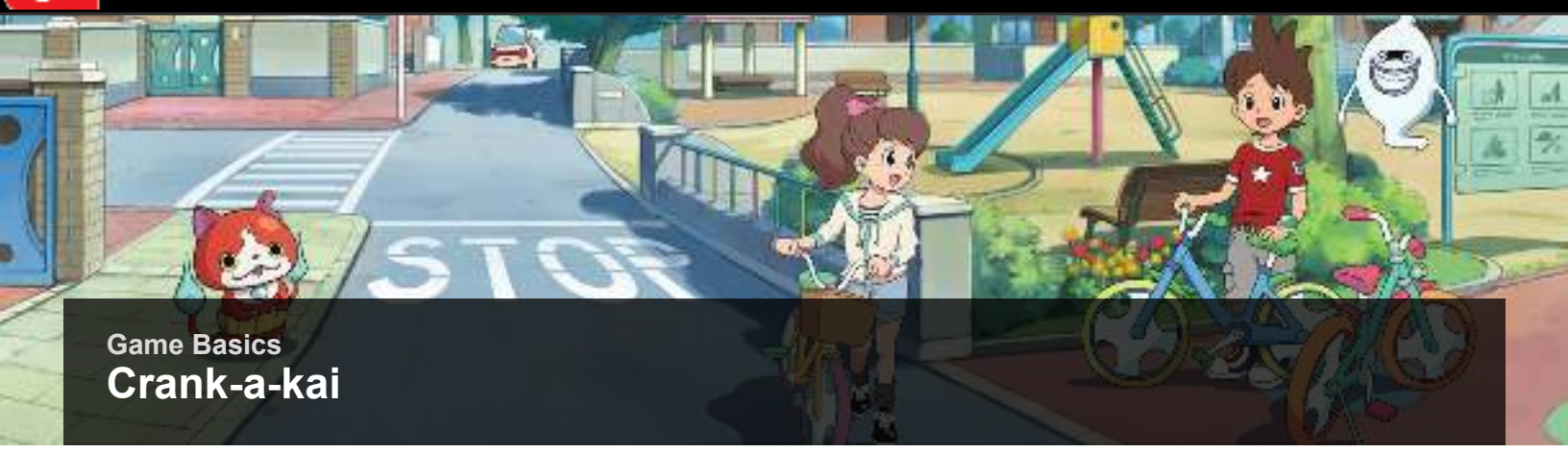

Game Basics

Crank-a-kai

At the root of the great tree past the Mt. Wildwood Shrine, you'll find the Crank-a-kai that produced your new buddy Whisper at the game's beginning. Put in a special coin (see below) and spin the crank to acquire rare Yo-kai friends or special items you'd have trouble finding anywhere else. You can access the Crank-a-kai up to three times per day (in game time) once you reach Chapter 2.

Crank-a-kai Coins

"Crank-a-kai coins" is the generic term for the eight types of colored coins you'll find in treasure chests and elsewhere, as well as the Special Coins and Excitement Coins you can obtain via passwords. These are the coins you'll generally use to crank the machine.

The Yo-kai you acquire from the Crank-a-kai depends on the type of coin you use.

Play Coins

You can also use 10 Play Coins to spin the Crank-a-kai. However, the Yo-kai produced won't be as rare as usual. If you have any Crank-a-kai coins on hand, it's better to use those first.

You earn Play Coins by walking around while your 3DS is in standby mode.

Crank It Three Times per Day!

The Crank-a-kai disappears once you spin it three times in any given day. You'll need to wait until your 3DS's internal clock hits 6 a.m. the next day for the Crank-a-kai to return. Try to collect as many coins as possible until you have a chance to spin it again.

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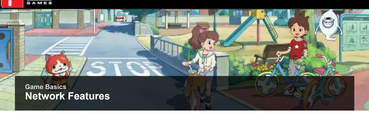


Game Basics
Network Features

Yo-kai Watch has all kinds of features that take advantage of your 3DS's connectivity. Access most of these at Lambert Post Office in Uptown Springdale. You can interact and fight with other players and access the game server to earn new Yo-kai and items.

PvP: Battle with a Buddy!

You can engage in battles against enemy Yo-kai squads managed by other human players. Make sure Wireless is on, then visit Window 1 at Lambert Post Office and speak to the receptionist. If you're starting the battle, select "Start Battle." If not, select "Join Battle." Once the starting player selects a battle stage and the other player joins, the fight soon begins. There's no complex configuration required; it's super easy to jump right into a match.

Gather your best team, then speak to the woman here.

Once you start or join a battle, you see your rank and the average level of your six active Yo-kai.

Rank Up!

Winning online battles earns you points. When you hit certain point milestones, you rank up, and the title attached to your name changes. However, if you have a long enough losing streak, your title progression can actually take backward steps.

How PvP Battle Differs

In a PvP fight, every participant's Soul Meter on both teams starts at zero. Once you rotate the Yo-kai Wheel, you can't move it again for three seconds. You can't give items to any Yo-kai, and if you win, you can't befriend your foe's Yo-kai.

StreetPass

Speak to the landlord at Wayfarer Manor in the middle of Blossom Heights and agree to manage the property. This gives you access to the game's StreetPass features. If you pass by another 3DS system that also has StreetPass activated for this software, one of that player's Yo-kai friends will automatically move into Wayfarer Manor as a "wandering Yo-kai." The manor has 10 Yo-kai rooms, so you can keep a maximum of 10 Yo-kai earned via StreetPass.

Talk to the Wayfarer Manor landlord to turn on StreetPass.

What Is StreetPass?

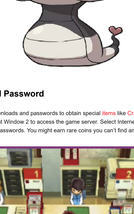
Every Nintendo 3DS system has StreetPass, a wireless feature that allows users to exchange "tags" that include Mii characters and game data. When StreetPass is enabled, it works even when your 3DS is in sleep mode, and it automatically connects when another 3DS carrier moves within your console's range.

Battle the Wanderers!

Enter one of the Manor's occupied rooms and talk to the Yo-kai inside. The creature gives you an item gift. Then, if your character is ranked high enough, you can choose to fight the wandering spirit. Win, and you may have a chance to befriend it. (Note that you cannot befriend Rare, Legend, or S-rank Yo-kai.)

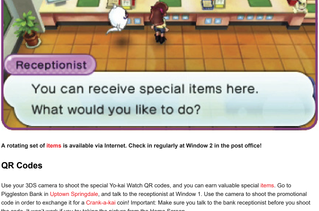
Watch for Rare Yo-kai!

A reclusive Yo-kai named Pandanoko occasionally visits Wayfarer Manor. If it has a room, the landlord will tell you. This is the only way to find and befriend this extremely rare Yo-kai!



Internet Download and Password

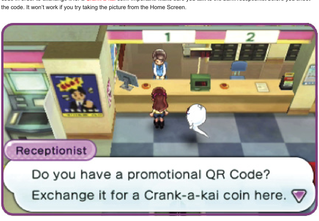
Connect to the Internet and use downloads and passwords to obtain special items like Crank-a-kai coins. Visit the Lambert Post Office, and talk to the woman at Window 2 to access the game server. Select Internet Download to receive distributed items, or select Password to enter passwords. You might earn rare coins you can't find anywhere else!



A rotating set of items is available via Internet. Check in regularly at Window 2 in the post office!

QR Codes

Use your 3DS camera to shoot the special Yo-kai Watch QR codes, and you can earn valuable special items. Go to Piggleston Bank in Uptown Springdale, and talk to the receptionist at Window 1. Use the camera to shoot the promotional code in order to exchange it for a Crank-a-kai coin! Important: Make sure you talk to the bank receptionist before you shoot the code. It won't work if you try taking the picture from the Home Screen.



Put the QR code in the middle of the shot, inside the dotted lines, to read the code.

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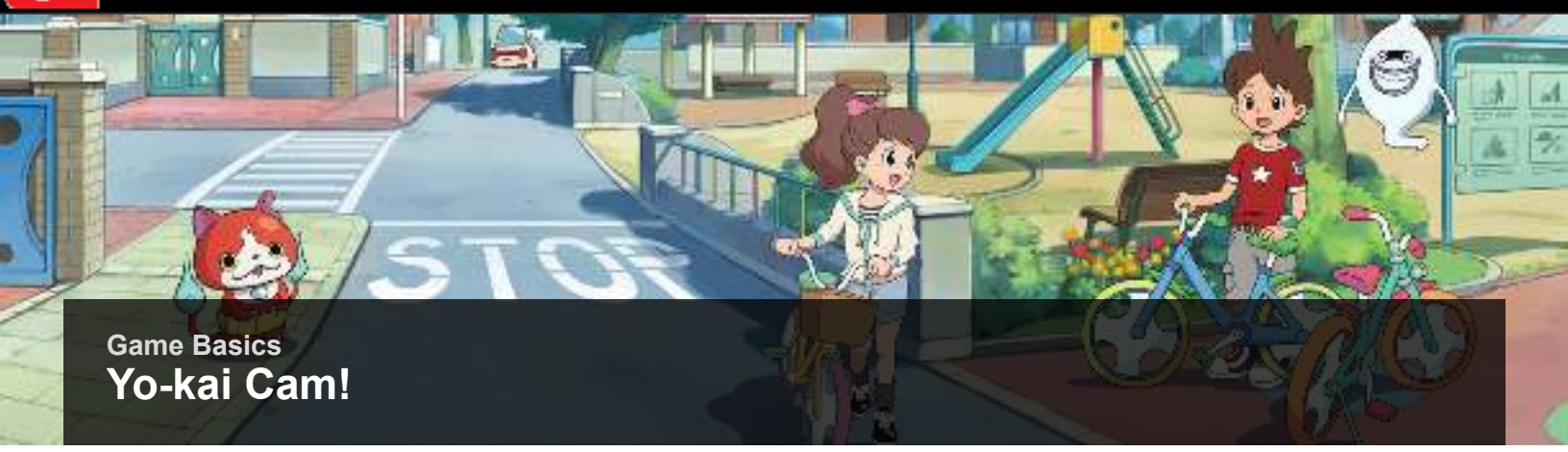

Game Basics

Yo-kai Cam!

Once you make it to Chapter 2, you can access this fun feature. Select “Yo-kai Cam” from the bottom of the title screen, and then use your 3DS to take a face-only shot of someone nearby. (Make sure your subject’s face is centered in the onscreen circle and that “OK!” appears on the screen.) Once you take the picture, a Yo-kai will appear next to the person. It’ll also be added to the Yo-kai Medallium, if you don’t have it already.

Make sure your subject’s looking straight at the camera. Side photos won’t work.

Take the Challenge!

When you select Yo-kai Cam from the title screen, the mode issues a random challenge. It can run a range of topics, from tribes to how the Yo-kai looks. If you shoot a Yo-kai that matches the challenge, you’ll earn a bonus item. You can also earn bonus items regularly once you shoot enough Yo-kai. Keep snapping pictures, and earn as many bonuses as you can!

You’ll earn your first reward once you shoot your first photo. More rewards will come with every picture.

Reap Your Rewards!

Once you earn a Yo-kai Cam reward, march directly over to Lambert Post Office. Talk to the receptionist at Window 3, and you’ll receive the reward item. She’ll keep up to 32 items on hold for you, too.

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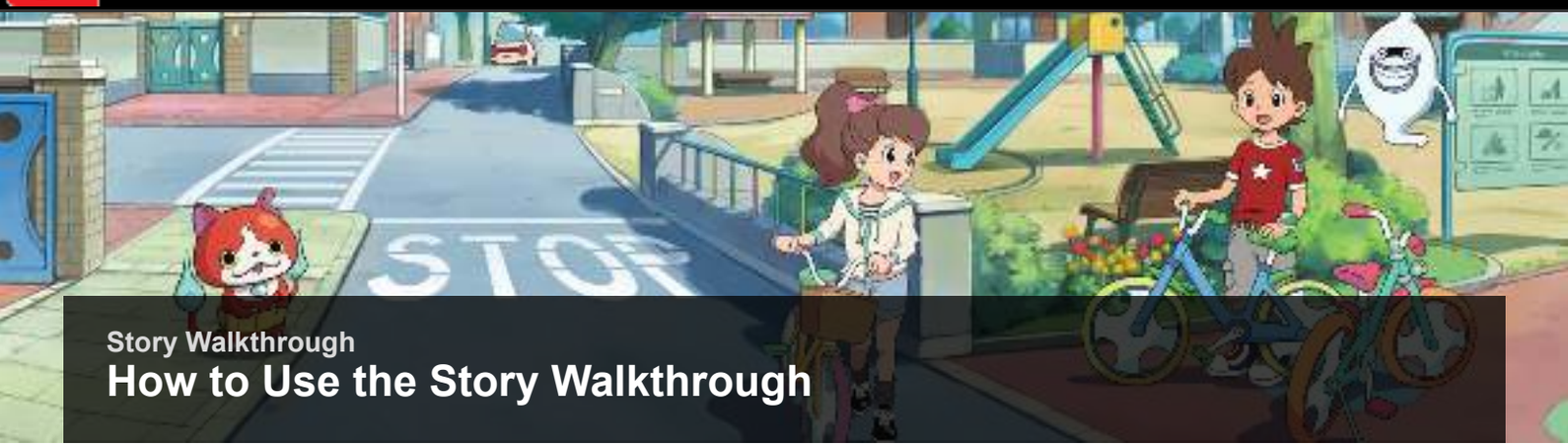


Story Walkthrough

How to Use the Story Walkthrough

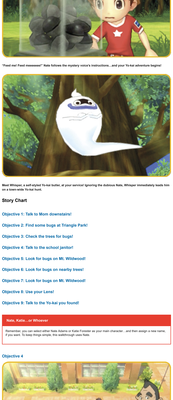
This section covers the game's 11 main story chapters, along with a special hidden Yo-kai world you can explore in the Epilogue. These chapter walkthroughs include coverage of every boss Yo-kai battle, so you've got everything you need here to complete the central narrative of Yo-kai Watch.

Story Walkthrough

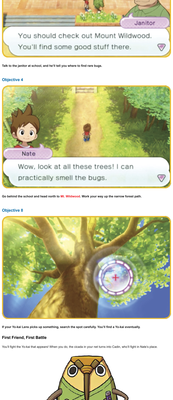
Chapter 1: Welcome, Yo-kai!

Meet Your Butler

One summer day, Nate Adams goes out on a bug-hunting expedition. On Mt. Wildwood, he discovers an odd sort of vending machine. Out of it pops a butler named Whisper, who tells Nate that he's a Yo-kai. Whisper is a friendly Yo-kai spirit. Whisper gives Nate a mysterious watch. Soon, they're off to track down the Yo-kai Tribe!



"Feed me! Feed meeeeee!" Nate follows the mystery voice's instructions...and your Yo-kai adventure begins!



Mark Whisper, a self-styled Yo-kai butler, at your service! Ignoring the dubious hats, Whisper immediately leads him on a brave walk-'N-Talk hunt.

Story Chart

Objective 1: Talk to Mom downstairs!

Objective 2: Find some bugs at Triangle Park!

Objective 3: Check the trees for bugs!

Objective 4: Talk to the school janitor!

Objective 5: Look for bugs on Mt. Wildwood!

Objective 6: Look for bugs on nearby trees!

Objective 7: Look for bugs on Mt. Wildwood!

Objective 8: Use your Lens!

Objective 9: Talk to the Yo-kai you found!

Nate, Katie...or Whisper

Remember, you can select either Nate Adams or Katie Forester as your main character...and then assign a new name, if you want. To keep things simple, the walkthrough uses Nate.

Objective 4

Talk to the janitor at school, and he'll tell you where to find rare bugs.

Objective 4

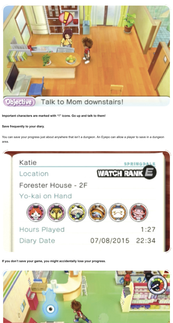
Go behind the school and head north to Mt. Wildwood. Work your way up the narrow forest path.

Objective 6

If your Yo-kai Lens picks up something, search the spot carefully. You'll find a Yo-kai eventually.

Find Friend, Find Battle

You'll fight the first Yo-kai that appears! When you do, the crackle in your net turns into Cackin, who'll fight in Nate's place.



Objective 9

Cackin has strong attacks and techniques, making him a capable ally at the start.

Objective 9

After you beat Buhu, your first foe, to become your friend. Now you have two Yo-kai buddies!

Special Advice

Spend Time with the Controls

Follow the arrow to your objective.

If you're ever confused about what to do next, just check out the map on the bottom screen. The objective arrow shows you where to go.

Keep following the red objective arrow to reach your target location, person, or Yo-kai.

Important characters are marked with "!" icons. Go up and talk to them!

Save frequently to your diary.

You can save your progress just about anywhere that isn't a dungeon. An Eyaps can allow a player to save in a dungeon area.

If you don't save your game, you might accidentally lose your progress.

The Eyaps refills your Yo-kai team's HP and Soul Meters, and it also lets you swap medals between your Yo-kai Wheel and Medallium.

Move medals to rearrange your active party.

Select Medals from the Main Menu to change your battle team's formation and equipment.

Arrange your Yo-kai medals to determine which allies are in the front or rear lines.

Examine your Yo-kai team's skills, stats, elemental affinities, and combat moves in the Yo-kai Notebook!

Get help from Whisper.

Yo-kai Watch has a fantastic in-game Help system. Refer to it if you're unclear about anything. You can access all of the in-game tutorials, plus much, much more.

You can find all the basics of your adventure in Help. You can learn the ABCs of battle there, too!

Just select a topic, and Whisper gives you a detailed explanation.

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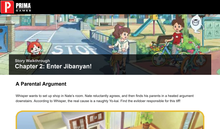
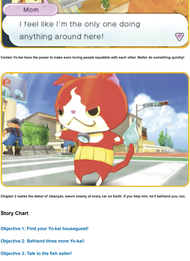


Story Walkthrough

Chapter 2: Enter Jibanyan!

A Parental Argument

Whisper starts to set up shop in Nate's room. Nate reluctantly agrees, and then finds his parents in a heated argument downstairs. According to Whisper, the real cause is a naughty Yo-kai. Find the evildoer responsible for this rift!



Certain Yo-kai have the power to make even loving people squabble with each other. Better do something quickly!

Chapter 2 marks the debut of Jibanyan, sworn enemy of every cat on Earth. If you help him, he'll befriend you, too.

Story Chart

Objective 1: Find your Yo-kai housepooper!

Objective 2: Befriend three more Yo-kai!

Objective 3: Talk to the fish seller!

Objective 4: Use your Lens to search the area!

Objective 5: Look behind The Fish Place!

Objective 6: Return Jibanyan's photo!

Objective 7: Fight Dismanida back home!

Objective 1

Use the Yo-kai Lens to search the area near your parents. You'll discover Dismanida!

COMBAT TIPS

You'll be fighting a series of Yo-kai battles, so don't forget to buy some recovery Items.

Recommended Yo-kai

Cutta-nah

Cutta-nah may be E-rank, but his attacks pack a punch. He's only available in the Abandoned Tunnel on Mt. Wildwest.

Hungramps

Hungramps is your main healer early on. His skill is a great help, too.

Special Advice

Search Uptown Springdale for Yo-kai

Objective 2

Hey found Dismanida, but you don't have enough Yo-kai friends to defeat her yet. Head outside, and try to recruit more allies. You'll want at least more Yo-kai in addition to Castle and Bushy to help fill out your team's front and rear lines. Follow your Yo-kai Watch and track them down.

Yo-kai are lurking uptown. Once you get a radar alert, use your Yo-kai Lens.

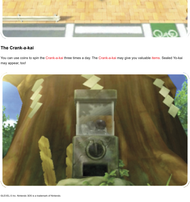
Under cars, up in trees, in tall grass…your watch picks up readings in all kinds of places.

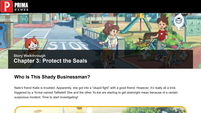
Objective 5

Head for Back Alleys Where Yo-kai Gather

Once three more Yo-kai friends join Cutter and Bushy in your active party (for a total of five Yo-kai medals in your Yo-kai Wheel), you trigger an event. You'll be asked to find a more powerful Yo-kai. Jibanyan, who's near the fish shop, Sadly, Jibanyan is missing now a photo that another Yo-kai stole from him. You must get that photo back before he can help you.

When tracking down Jibanyan's photo, look for this alley entrance in the building's shadow. It's difficult to spot, but just keep following the map arrow.

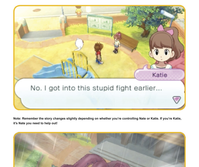

Roughraff
Hehehh, I ain't givin' up dis pic! Y'hear me?! Not wiii



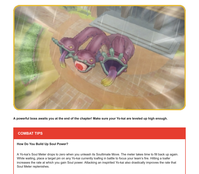
Chapter 3: Protect the Seals

Who Is This Shady Businessman?

Nate's friend Katie is troubled. Apparently, she got into a "stupid fight" with a good friend. However, it's really all a trick, triggered by a Perrin named Tattletell! She and the other Perrin are waiting to get downright mean because of a certain mysterious incident. Time to start investigating!



Note: Remember the story changes slightly depending on whether you're controlling Nate or Katie. If you're Katie, it's Nate you need to help out!



A powerful boss awaits you at the end of the chapter! Make sure your Yo-kai are leveled up high enough.

COMBAT TIPS

How Do You Build Up Soul Power?

At Inure's Soul Maker shops is seen when you unbeast its Soulbrella Mirror. The meter takes time to fill back up again, but you can speed it up by using Soul Power to attack your opponent. Each time you do, the meter fills up a little more. Increase the rate at which you gain Soul Power: Attacking an important Yo-kai also drastically improves the rate that Soul Meter replenishes.

Attack a battling or Inspirited Yo-kai, and you'll earn more Soul than usual. Pin point!

Story Chart

Objective 1: Meet Katie at Triangle Park!

Objective 2: Help Katie with her friend!

Objective 3: Reunite Katie with her friend!

Objective 4: Find the shady businessman!

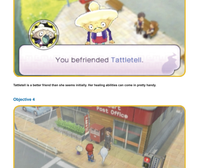
Objective 5: Investigate the four seals!

Objective 6: Fix the final seal!

Objective 3

Search the riverbed in Uptown Springdale to discover Tattletell and gain a new Yo-kai ally.

Objective 3

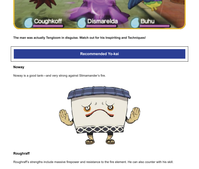


Tattletell is a better friend than she seems initially. Her hauling abilities can come in pretty handy.

Objective 4

See that businessman exuding a strange aura in front of the post office? What's he up to?

Objective 4



The man was actually Tengloom in disguise. Watch out for his Inspiriting and Technique!

Recommended Yo-kai

Nowsy

Nowsy is a good tank—and very strong against Dismaresta's fire.

Roughoff

Roughoff's strengths include massive firepower and resistance to the fire element. He can also counter with his skill.

Special Advice

Fight the Yo-kai to Protect the Four Seals

Tengloom is trying to shatter the seals between the human and Yo-kai worlds. Without three barriers, your world will be overtaken with Forced! And Tengloom isn't the only evil Yo-kai trying to destroy them, either.

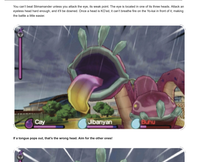
Objective 6

Three more seals exist besides the one you protected from Tengloom in front of the Lambent Post Office. Hurry up and find them before it's too late!

Pigglestein Bank: Peckpocket

Peckpocket threatens the seal in front of the bank. It's got a nasty Absorb skill on its side.

Community Center: Machismo



Machismo, parked in front of the community center, attacks you with all his might.

Boss Strategy

Slimamander

HP	Weak Against		Target Level
400			7

Reward					
EXP	245	Money	1500	Item	Simple Badge

You can't beat Slimamander unless you attack the eye, its weak point. The eye is located in one of the three heads. Attack an injection head hard enough, and it'll be cleared. Once a head is KO'ed, it can't breathe fire on the Yo-kai in front of it, making the battle a little easier.

If a tongue pops out, that's the wrong head. Aim for the other ones!

You can't stare Slimamander's HP effectively unless you attack one eye.

Boss Skill

Triple Trouble

Slimamander can use this terrifying attack only when all three heads are intact. Defeat one of the heads to knock Triple Trouble out of the arsenal!

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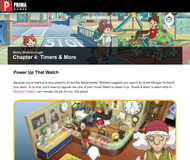


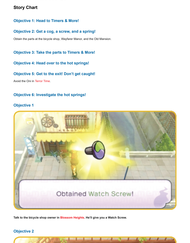
Mario & Luigi: Bowser's Inside Story

Chapter 4: Timers & More

Power Up That Watch

Bowsipedia says reaching a face powerful Tri-ice the Dimensector. Whisper suggests you search for some stronger Tri-Ice for your team. To do that, you'll need to upgrade the tank of your Tri-Ice Watch to power it up. Timers & More, a watch shop in Bowsers Heights, can reengage the Tri-Ice for you. Get going!

Speak to Mr. Goodsight, and he'll say you need three parts to upgrade your Watch Rank from E to D.



Try to be warm, you'll also need to find the Old Box Undies that Mr. Goodsight lost. Where are they? At the hot springs, where a nice swede at night!

Story Chart

Objective 1: Head to Timers & More!

Objective 2: Get a cog, a screw, and a spring!

Obtain the parts at the bicycle shop, Wayliner Manor, and the Old Mansion.

Objective 3: Take the parts to Timers & More!

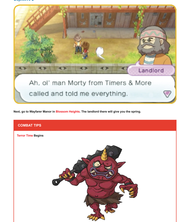
Objective 4: Head over to the hot springs!

Objective 5: Get to the exit! Don't get caught!

Avoid the Ice in Terror Time.

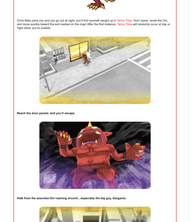
Objective 6: Investigate the hot springs!

Objective 1



Talk to the bicycle shop owner in Bowsian Heights. He'll give you a Watch Screw.

Objective 2

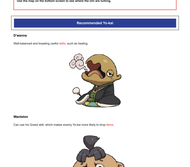


Next, go to Wayliner Manor in Bowsian Heights. The landlord there will give you the spring.

COMBAT TIPS

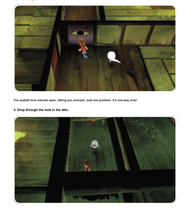
Terror Time **Magic**

Clone Bubs (alone you and you go out at night, and? Bad yourself caught at in Terror Time. Don't panic, avoid the Ice and move quickly toward the exit marked on the map! After the first cloaked as Terror Time will randomly move all day or night when you're outside.



Reach the door purple, and you'll escape.

Hide from the assorted Ice roaming around...especially the big guy, Gargaros.



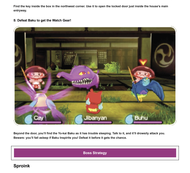
Keep an eye out for hiding places and not Ice-treasure boxes.

Use the map on the bottom screen to see where the Ice are lurking.

Recommended To-Eat

D'wanna

Well-balanced and hovering useful stalls, such as healing.



Wambalon

Can use Ice Breed skill, which makes enemy To-Eat more likely to stop items.

Guide Tour: Old Mansion

In Objective 3 of this chapter, you explore the Old Mansion in Ice the Watch Shop! the first watch part you need But be warned: the first floor of the Main House features several one-way passages.

Check the Map

The numbers in the box correspond with those on the map of the Old Mansion.

1. Enter the front foyer.

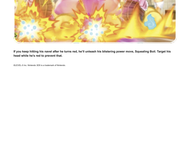
2. Use the eyeball door.

The eyeball door overuses eyes, letting you proceed. Just one problem. It's one-way only!

3. Drop through the hole in the attic.

Climb the ladder up to the attic, and then hop down through the hole to the first floor.

4. Get the Old Mansion Key.



Find the key inside the box in the northwest corner. Use it to open the locked door just inside the house's main entrance.

5. Defeat Baku to get the Watch Gear!

Beyond the door, you'll find Tri-Ice Baku as it has trouble sleeping. Talk to it, and it'll severely attack you. Beware: you'll be asleep if Baku inspects you! Defeat it before it gets the chance.

Boss Strategy

Sprunick

HP	Weak Against	Target Level
340		5

Reward					
EXP	400	Money	2500	Item	Shiny Badge

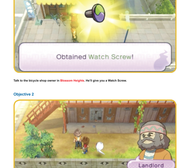
This wound bomb is wearing Mr. Goodsight's underwear. He also wields a pair of rockets to protect his wand. He was Mr. Goodsight Sprunick's head that he made him stop his quest! Once he does, forget the wand, purchasing a with everything you've got!

If Sprunick hits you with Shapely Soap, you might be unable to take action!

Mr Sprunick's face enough, and he'll reveal his navel. Now you can hit him even harder!

Boss Skill

Squashing Butt



If you keep hitting his navel, after he turns red, he'll unleash his blistering-power move, Squashing Butt. Target his head while he's red to prevent that.

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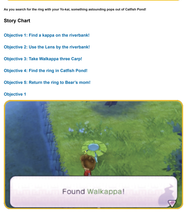
Story Walkthrough

Chapter 5: The Ring in the Pond

Find That Ring

Bear runs up to Yoka, obviously upset about something. Apparently, Bear's lost his mother's precious engagement ring. What's more, the lure has caused the town to consider banning fun pets unknown! Bear led the ring at Catfish Pond. Befriend Walkappa, an expert at swimming, and go look for the ring!

Apparently, Bear decided to use a ring as fish bait, believing a rumor that the really big fish like shiny objects.



As you search for the ring with your Yo-kai, something astounding pops out of Catfish Pond!

Story Chart

Objective 1: Find a kappa on the riverbank!

Objective 2: Use the Lens by the riverbank!

Objective 3: Take Walkappa three Carp!

Objective 4: Find the ring in Catfish Pond!

Objective 5: Return the ring to Bear's mom!

Objective 1

You'll find a single sunflower growing by the river. Look at it through the Yo-kai Lens, and you'll find Walkappa!

COMBAT TIPS

Items: The Key to Victory

Recover HP!

INVENTORY
Plum Rice Ball
A rice ball with a pickled plum in it. It's kinda sour.
CHARGE: 3
On Foes: Recovers a bit of HP.
On Pals: Yo-kai will like you a bit.

Visit shops frequently to replenish your stock of healing items.

Recover Soul!

INVENTORY
Y-Cola
Soda known by its catchphrase "Y-ouch? Y-Cola."
CHARGE: 3
On Foes: Kills a bit by Soul Meter.
On Pals: Yo-kai will like you a bit.

Use Y-Cola or Soul Tea to refill a Yo-kai's Soul Meter and bring on the Soultimates!

Change Attitudes!

Use a book to change a Yo-kai's attitude, redefining the action it prefers to take in battle.

Recommended Yo-kai

Helmsman

Armsman

Fuse these two Yo-kai to create the powerful Nautnight.

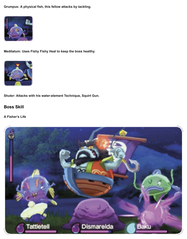
Special Advice

To Catch a Carp

Objective 3

Walkappa gives you a Fishing Rod, but is bothered the fellow, you need to catch and deliver at least three Carp. Grab your rod and get moving!

When you're near water and see the magnifying glass icon, press A to cast your rod.



You can fish for Carp from the riverbed where you met Walkappa. Catch three, and give them to him.

New Facilities

Starting with Chapter 2, you'll have access to two new places to visit.

Jungle Hunter

Trade in fish and insects here for items!

Shoten Temple

Training with Chapter 3, you can ask Mr. Zen at Shoten Temple to fuse Yo-kai and/or items for you to power them up.

Boss Strategy

SV Snaggerjag

HP	Weak Against	Target Level
1100		15

Reward					
EXP	700	Money	4100	Item	Water Ring

At regular intervals, this boss fishes up some minions to fight for him. Each of SV Snaggerjag's companions specializes in one of three tactics: attack, elemental-infused Technique, or healing. If you let the boss have two companions at once, he'll fire up a Soultimate Move. Hurry and defeat his summoned pals first!

When the boss starts fishing, put a pin on his minions to focus the attack on them!

The Minions

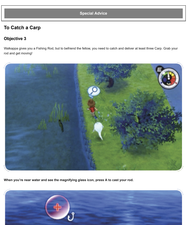
Drumpus: A physical fish, this fellow attacks by tackling.

Meditatori: Uses Fishy Fishy Heal to keep the boss healthy.

Shoten: Attacks with his water-element Technique, Squirt Gun.

Boss Skill

A Failure's Life



Summons a major minion named Tantroomy to deal major damage to your whole party.

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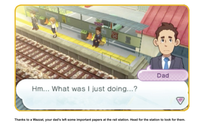
A Wild Yo-kai Chase

A Mezzat Inspirits Nate's dad to forget some important papers at the train station. Nate decides to find and deliver them. But he's amazed to find Downtown Springdale crawling with Mezzats! Get Inspirited by this Yo-kai, and you'll forget all kinds of things. Nate must dodge them all as he heads for Dad's office.



Thanks to a Mezzat, your dad's left some important papers at the rail station. Head for the station to look for them.

You can reach Downtown Springdale from Sunshine Station in Blossom Heights.

Story Chart

Objective 1: Find Dad's Papers at the station!

Objective 2: Take the train downtown!

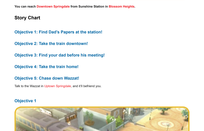
Objective 3: Find your dad before his meeting!

Objective 4: Take the train home!

Objective 5: Chase down Mezzat!

Talk to the Mezzat in Lower Springdale, and it'll befriend you.

Objective 1



Get the office papers from the agent at Sunshine Station. Then, board the train for downtown.

Objective 2

The moment you reach Downtown Springdale, a Mezzat immediately Inspirits Whisper. ...this is turning into a Yo-kai Haven!

COMBAT TIPS

Shut Down Your Foes' Soulmates!

An enemy's Soulmate Boss can cause serious damage if it hits, as well as make Yo-kai become Inspirited. Target the foe while it's charging it up, and you might be able to avoid the move.

This enemy's squaring up for a Soulmate. With everyone attacking at once, you stand a better chance of cancelling the Soulmate. Soulmate Moves are usually canceled by critical hits.

Recommended Yo-kai

Enefly

Enefly

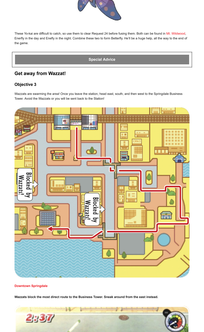
These Yo-kai are difficult to catch, so use them to clear Request 24 before fusing them. Both can be found in Mt. Wildwind. Enefly is the key and Enefly is the fight. Combine these two to form Butterfly. He'll be a huge help, all the way to the end of the game.

Special Advice

Get away from Wazzat!

Objective 3

Wazzats are swarming the area! Once you leave the station, head east, south, and then west to the Springdale Business Tower. Avoid the Wazzats or you will be sent back to the Station!

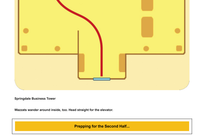


Downtown Springdale

Wazzats block the most direct route to the Business Tower. Sneak around from the east instead.

Get too close to Wazzat, and he'll spot you. Keep a safe distance!

A few Wazzats lurk in front of the Business Tower. Make a mad dash for the entrance!



Springdale Business Tower

Wazzats wander around inside, too. Head straight for the elevator.

Prepping for the Second Half...

Befriend More Yo-kai and Build More Firepower

You'll be facing seven pretty tough bosses from Chapter 7 on. Prepare for that by befriending high-rank Yo-kai and boosting your levels.

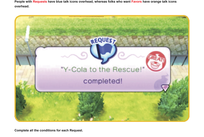
Go inside buildings and shops, and keep fighting Yo-kai! The more friends you earn, the better.

Mimic Yo-kai around you and! Don't forget about the Unity effect! It'll blow as you build a battle formation.

Earn Rewards for Requests and Favors

Taking on Requests and Favors can earn you Items, EXP, and even new Yo-kai to befriend.

People with Requests have blue talk icons overhead, whereas folks who want Favors have orange talk icons overhead.



Complete all the conditions for each Request.

The EXP you earn from helping people can really boost your levels!

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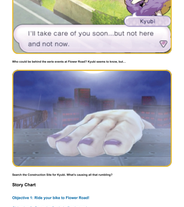
Story Walkthrough

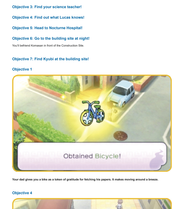
Chapter 7: Kyubi the Bully

Trouble on Flower Road

At the bookstore, help make sure Flower Road is slated to be demolished. Ever since work began, though, the area has been covered in a mysterious fire-like entity. The N-tee Kyubi holds the key to the affair. When Nate visits Nocturne Hospital, Kyubi challenges him to meet at the downtown Construction Site at night. Could this be a trap?



Who could be behind the eerie events at Flower Road? Kyubi seems to know, but...



Search the Construction Site for Kyubi. What's causing all that rumbling?

Story Chart

Objective 1: Ride your bike to Flower Road!

Objective 2: Go to the Settle in Bookstore!

Enter the bookstore at Springdale Flower Road.

Objective 3: Find your science teacher!

Objective 4: Find out what Lucas knows!

Objective 5: Head to Nocturne Hospital!

Objective 6: Go to the building site at night!

You'll befriend Konnaya in front of the Construction Site.

Objective 7: Find Kyubi at the building site!

Objective 1

Your dad gives you a bike as a token of gratitude for fetching his papers. It makes morning around a breeze.

Objective 4

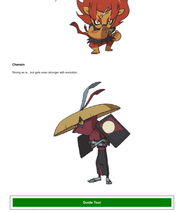
Lucas, a kid who was near where the incident took place, can tell you where Kyubi is.

Objective 6

There's a Watch Lock in front of the incident site. You'll need Watch Rank C to open it up.

Is Your Watch Rank C Yet?

In each Watch Rank C zone, you'll defeat the three N-tee. Scout is ubiquitous in Downtown Springdale. Kail (M - Goodnight at Three) & Bolton take you to Nacelle.



Delivery Guy: Beat the Tantroni along the path.

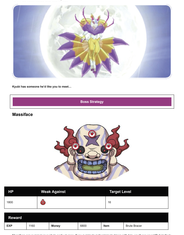
Behind Frankie's Place. Find the Suspicious-t this back alley.

Academy Shortcut. Hunt down a Sigmible at the shortcut.

Recommended To Set

Blanton

Likes N-tee-Kicked Technique, which Blastmore is weak against.



Chamois

Strong as is...but gets even stronger with evolution.

Guide Tour

Construction Site

Use the escalators and ropes to move around. Even if it looks like you can't go some place, you often can.

See Game Maps Section

The numbers in the tour correspond with those on the Construction Site map.

1: Take the escalator to the second floor.

2: Listen to the strange rumbling.

3: Crawl under the shelves.

Dead end? No worries. Go up to the shelves...and you'll crawl directly under them. Keep going!

4: Don't fall!

Be careful crossing the beams. A single misstep, and you're going down. And, if you fall, you're surrounded by mostly fire-N.

5: Take the rope down to the first floor.

6: Take the escalator up to the second floor.

7-8: When you find the mouse's eyes on you, take the rope to the third floor!

9: Follow the ledge outside.

The interior is a crazy jumble of escalators and dead ends. Find a third floor exit out onto the ledge.

10, 11: Go back inside and find Kyubi!

Kyubi has someone he'd like you to meet...

Boss Strategy

Massface

HP	Weak Against	Target Level
1800		14

Reward					
EXP	1100	Money	6500	Item	Brute Bracer

Massface can summon your whole party at once. If you just make indecisionmode brave with him, you'll see your HP decide to nothing surely. Target his eyes first to close them! That lowers his all-powerjugs, causing Massface to miss most of his attacks. Use that chance to attack the rest of the head.

Okay, so he's a big clown. Target the big eyes, and watch out for the nasty Forehead Flick.

Closed-eyes boomer and reopen after a period of time. When they do, pin them again to restart the attack.

Boss Skill

Massive Swat

A powerful hull-party Soulmode Move. You can control if if you can manage to close his eyes as he charges up the attack.

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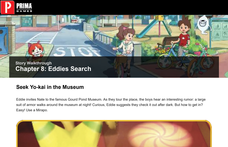


Story Walkthrough

Chapter 8: Eddies Search

Seek Yo-kai in the Museum

Eddie invites Nate to the famous Gourd Pond Museum. As they tour the place, the locus hear an interesting rumor: a large Yo-kai has been spotted around the museum at night! Curious, Eddie suggests they check it out after dark. But how to get in? Easy! Use a Whisper.

By day, the museum is a large space filled with exhibits. Nate definitely isn't by himself in there, either.

At night, the museum turns into a Yo-kai-packed house of horrors! Even worse, infrared beams block your path in all directions.

Story Chart

Objective 1: Go to Eddie's house!

Eddie's house is in the Eddies at Breezy Hills.

Objective 2: Head up to Eddie's room!

Objective 3: Visit the museum!

Objective 4: Check out the exhibits!

Objective 5: Talk to Eddie!

Objective 6: Meet Eddie at the museum at night!

Sleep until night to pass the time, then head for the museum.

Objective 7: Find a way inside the museum!

Objective 8: Find the museum's vault keys!

Objective 9: Take the vault keys to Eddie!

Objective 10: Find the suit of armor!

Objective 2

Is Your Watch Rank B Yet?

A Watch Lock blocks the entrance to Eddie's house. Go to Timers & More to take on the quest that'll upgrade you to Rank B. You'll have to defeat three more Yo-kai.

Construction Site. You'll fight Tanglourn here. The site can be entered only at night.

Shopping Street Narrows. Find the Frumpy at the Shopping Street Narrows in Flower Road.

Mt. Whitenoll Abandoned Tunnel. There's an abandoned tunnel deep in Mt. Whitenoll. Defeat the Mad Mountain inside.

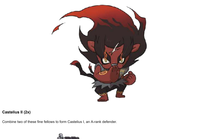
Objective 7

Enter the museum via the nearby Wrispo.

Recommended Yo-kai

Quaken

A talented Brawa-tribe member who can also use Earth-elemental Techniques.



Castellus II (Ex)

Combine two of these fine fellows to form Castellus I, an X-rank defender.

Guide Tour

Gourd Pond Museum

The infrared security sensors inside the museum make it hard to navigate at first. Work with Eddie to disable the beams.

See Game Maps Section

The numbers in this tour correspond with those on the Gourd Pond Museum map.

1: Use the Wrispo to enter the museum.

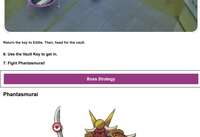
2: Use the Wrispo to move past the sensors.

Use the Wrispo to warp, which can get you past the infrared beams.

3: Disable the beams.

Eddie hacks the security system, removing the beams on the main floor. Now you can take the stairs to the second floor.

4: Get the Vault Key.



Head upstairs and use the Wrispo to warp past the beams to find the Vault Key on the floor.

5: Eddie disables the beams.

Return the key to Eddie. Then, head for the vault.

6: Use the Vault Key to get in.

7: Fight Phantasmurai!

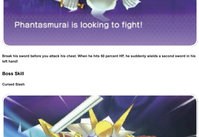
Boss Strategy

Phantasmurai

HP	Weak Against	Target Level
1200		21

Reward					
EXP	1380	Money	9550	Item	Armor Charm

This samurai is a powerhouse, constantly slashing away at your team. Target the sword in his right hand—you can break it off, reducing his offensive force. After that, focus on the "X" mark on his chest. Inside, you'll discover she's really controlling the Phantasmurai!



His nasty Aerial Slash can strike your entire team in one heinous swipe. Additionally, his Spirit's Curse can immobilize your fighters.

Break his sword before you attack his chest. When he hits 50 percent HP, he suddenly wields a second sword in his left hand!

Boss Skill

Cursed Slash

Phantasmurai uses his Soulmate Wave only when he's dual-wielding swords. To cancel it, break his armor while he's charging up.

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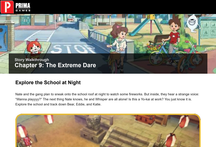


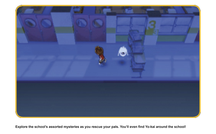
Prisma Walkthroughs

Chapter 5: The Extreme Dare

Explore the School at Night

Nate and the gang plan to sneak onto the school roof at night to watch some fireworks. But inside, they hear a strange voice "Wanna play(s)?". The next thing Nate knows, he and Whisper are all alone! Is this a fo-kai at work? You just know it is. Explore the school and track down Bear, Eddie, and Katie.

You and your friends visit the summer festival at Wildwood Shrine. There, the crew decides to watch the evening's fireworks from the school roof.



Explore the school's assorted mysteries as you rescue your pals. You'll even find Yi-ka! around the school!

Story Chart

Objective 1: Go to the roof of the school!

Objective 2: Find the keys inside the school!

Objective 3: Find Katie and the others!

(If you're playing as Katie, fake-off disappears.)

Objective 4: Search the room for Yi-ka!

Objective 5: Look for the rib in Room 5-2!

Objective 6: Give Rattelle her rib back!

Objective 7: Look for Katie and Eddie!

Go up the stairs on the second floor, and visit the music room on the third floor.

Objective 8: Use the Lens on the piano!

Objective 9: Find Sheet Music in the library!

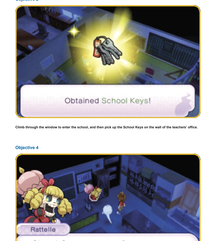
Objective 10: Give Cupistol his Sheet Music!

Objective 11: Search for Katie!

Objective 12: Meet Everyone on the Roof!

Go downstairs from the third floor, and visit the first-floor bathroom.

Objective 2

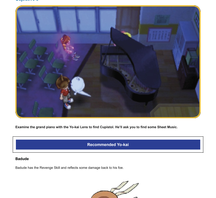


Climb through the window to enter the school, and then pick up the School Keys on the wall of the teachers' office.

Objective 4

Examine the skeleton in the science room to find Rattelia. She asks you to search for her rib.

Objective 8

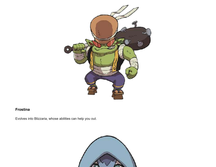


Examine the grand piano with the Yi-ka! Lens to find Cupistol. He'll ask you to find some Sheet Music.

Recommended Yi-ka!

Ballute

Ballute has the Revenge Skill and reflects some damage back to his foe.



Frostine

Evolves into Blizzaria, whose abilities can help you out.

Guide Tour

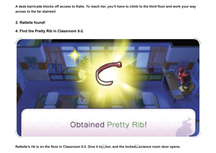
Springdale Elementary

Talk to the Yi-ka! in the science and music rooms, and rescue your three pals in the school.

See Game Maps Section

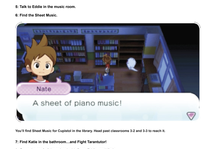
The numbers in this tour correspond with those on the map of the school.

1. **Rear. Eddie, and Katie gone?**
2. **Katie disappears in the bathroom.**



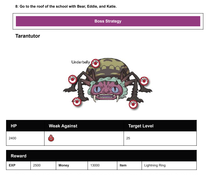
A desk barricade blocks off access to Katie. To reach her, you'll have to climb to the third floor and work your way across to the far stairwell.

3. **Rattelia found!**
4. **Find the Pretty Rib in Classroom 5-2.**



Rattelia's rib is on the floor in Classroom 5-2. Give it to Lilac, and the locked Jazzence room door opens.

5. **Talk to Eddie in the music room.**
6. **Find the Sheet Music.**



You'll find Sheet Music for Cupistol in the library. Head past classrooms 3-2 and 3-1 to reach it.

7. **Find Katie in the bathroom...and Fight Tarantutor!**
8. **Go to the roof of the school with Bear, Eddie, and Katie.**

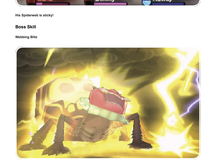
Boss Strategy

Tarantutor

HP	Weak Against	Target Level
400		25

Reward					
EXP	2500	Money	1000	Item	Lightning Ring

This boss sings a lot of status ailments, spitting poison and webs to immobilize your team. You'll need to purify at breakneck pace to keep up. Once you're ready to attack, aim for his four legs first. Tarantutor then drops from the ceiling for a moment. Use that chance to Soulbreak away at the exposed belly.



If you get too distracted by purifying ailments, then your entire party can be shocked by Tarantutor's electric Flashlight Beam.

His Spiderweb is sticky!

Boss Skill

Watering Bite

A lightning assault on the entire party. You can cancel it by making him fall while he's charging up, but that's never said that done.

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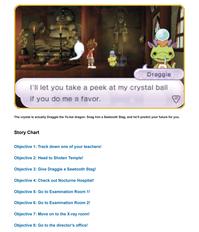
Story Walkthrough

Chapter 10: The Checkup of Doom

A Hospital Overrun with Yo-kai

From Newsflash to Pharmacia to and Tasterbot, some seriously big and ominous Yo-kai are showing up around town. Is this the work of Mr. Matterson? Maybe Mr. Bonkers' team decided to seek the cause using an all-seeing crystal. It inspires an run to Yo-kai at Nocturne Hospital. Time to take action!

At school, Mr. Bonton the science teacher tells you about the "all-seeing crystal ball." After that, head for Sticker Temple.



The crystal is actually Draggie the Yo-kai dragon. Snag him a Sawtooth Stag, and he'll predict your future for you.

Story Chart

Objective 1: Track down one of your bachans!

Objective 2: Head to Shoten Temple!

Objective 3: Give Draggie a Sawtooth Stag!

Objective 4: Check out Nocturne Hospital!

Objective 5: Go to Examination Room 1!

Objective 6: Go to Examination Room 2!

Objective 7: Move on to the X-ray room!

Objective 8: Go to the director's office!

Objective 9: Go to the operating room!

Objective 2

Look for a Sawtooth Stag, an insect that Draggie wants.They're in the trees by the stream on Mt. Whitecoat. (Tip: It's there in the day, but you'll find it more often at night)

Objective 4

There's a Watch Lock over the Nocturne Hospital entrance. You need a Rank A watch to unlock it.

Is Your Watch Rank A Yet?

Accept the Rank-A Request from Mr. Goodnight at Times & More, and you'll soon be clearing the Yo-kai out from Springdale's underground waterways.

Via Uptown Springdale

Enter the underground waterway from the riverside in Uptown Springdale. You'll have to beat Quaken.

Via Sunshine Station

Head underground from the entrance near Sunshine Station to Blossom Heights. Beat Bearkie inside.

Via Breezy Hills

Another waterway entrance is near Eddie's house in Breezy Hills. Altair waits for you there.

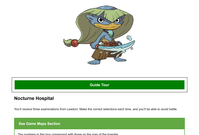
Recommended Yo-kai

Kumigon

Uses lightning skills that are strong against Dr. Maddiman

Appah

Top class among water-user Yo-kai!



Guide Tour

Nocturne Hospital

You'll receive three examinations from Lawdon. Make the correct selections each time, and you'll be able to avoid battle.

See Game Mays Section

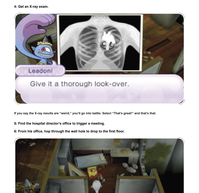
The numbers in the box correspond with those on the map of the hospital.

1. Enter the hospital.

2. Measure your height.

Opt to stand on tiptoe, and Lawdon will fight you. Resist the urge, and you'll skip battle.

3. Measure your eyesight.



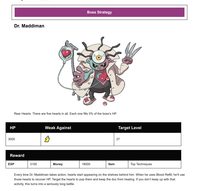
Answer "gorilla" in the eye exam, and Lawdon will fight you. Say "banana" instead to avoid battle.

4. Get an X-ray exam.

If you say the X-ray results are "weird," you'll go into battle. Select "That's great!" and that's that.

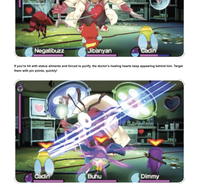
5. Find the hospital director's office to trigger a meeting.

6. From his office, hop through the wall hole to drop to the first floor.



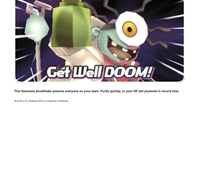
Find the hole in the wall off the back room in the director's office, and then drop to the first-floor courtyard. The basile to an examination room.

7. Exit the examination room, and examine the stretcher.



Exit the examination room and examine the stretcher in the hallway to trigger an event.

8. Get on the stretcher and go to the operating room.



Select "Yes," and you'll be wheeled to surgery.

9. Fight the evil doctor!

Boss Strategy

Dr. Maddiman

Raw Hearts: There are five hearts in all. Each one fills 5% of the boss's HP.

HP	Weak Against	Target Level
9999		47

Reward					
EXP	3100	Money	19000	Item	Top Technicues

Every time Dr. Maddiman takes action, hearts start appearing on the stamina behind him. When he uses Blood Rush, he'll use all his remaining hearts. Keep your distance from him and keep the Yo-kai from healing. If you don't keep up with that activity, this turns into a seriously long battle.

If you're hit with status ailments and forced to purify, the doctor's healing hearts keep appearing behind him. Target them with yo-pends, quickly!

Watch out for his brutal triple-scalpel attack! It hits all three of your Yo-kai frontliners.

Boss Skill

Get Well DOOM!

This fearsome Soulmate poisons everyone on your team. Purify quickly, or your HP will plummet in record time.

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Dragon of Dragonish Ancient

Are You Ready to Fight?

Before you can battle the Dragon of Dragonish Ancient, you must first complete the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Dragonish Ancient

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest.

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Dragon Trail

Objective 1: Find the Dragon Trail

Objective 2: Enter the Entrance Hall

Objective 3: Defeat the Dragon Trail

Reward: Dragon Trail Key and Dragon Trail Map

Dragonish Ancient Quest Walkthrough

Objective 1: Find the Dragonish Ancient

Objective 2: Talk To Yuna's Mr. Whatever

Objective 3: Defeat the Dragonish Ancient

Dragonish Ancient

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Objective 1

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Are You Queen Tru Wait Long Yes...

Dragonish Dragonish

Dragonish Ancient is a powerful dragon that can be found in the Dragonish Ancient Quest. To start the quest, you must first complete the Dragonish Ancient Quest.

Mario & Luigi: Bowser's Inside Story
Strength: Zones Intro

Strength Zones Intro is the first Strength Zone in Mario & Luigi: Bowser's Inside Story. It is located in Bowser's Inside Story.

It starts when Mario and Luigi enter the Strength Zones Intro.

Reaching Infinite Volcano

Mario and Luigi will reach Infinite Volcano after the Intro.

Mario and Luigi will go through a tunnel and will encounter Hedgehits, and Hammerhits.

Mario and Luigi will encounter Chuckolator.

Mario and Luigi will encounter Chuckolator and will be forced to fight it in a battle.

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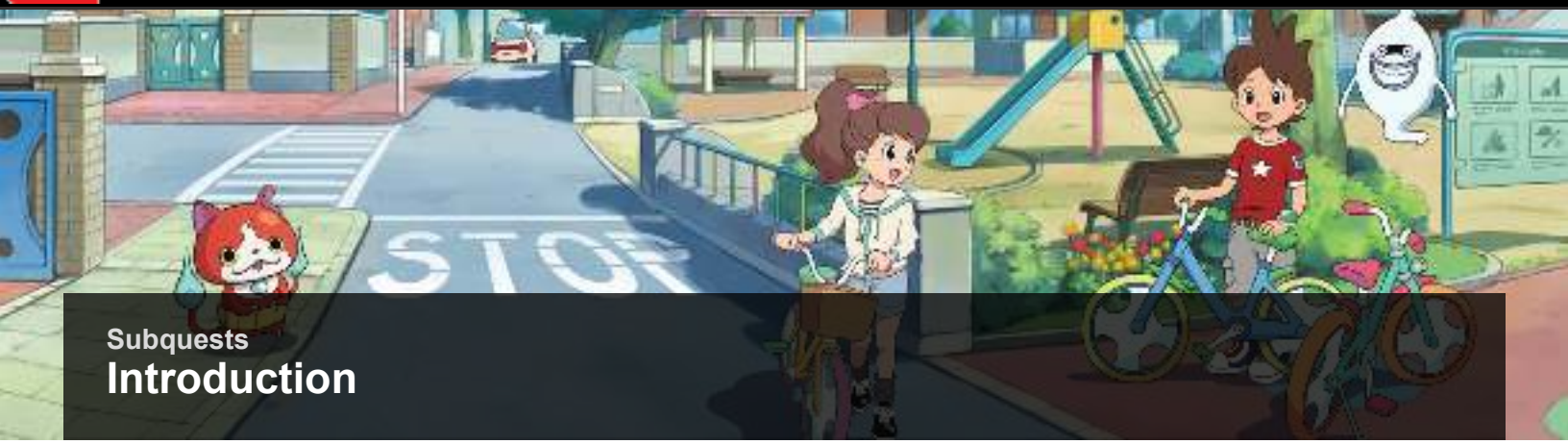
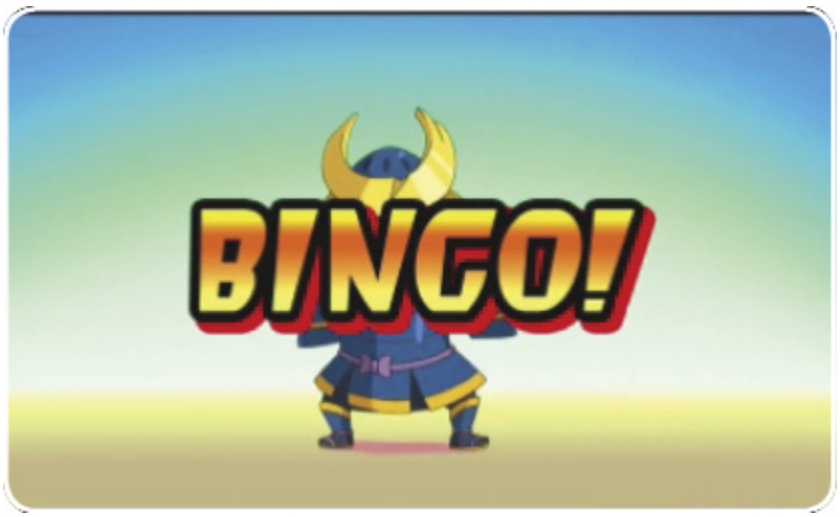


Subquests
Introduction

Many of the local townspeople have tasks that need performed. Earn rewards and experience by completing these tasks for the people. There are 161 quests to take on, including Requests, Favors, and Yo-kai Spots. Think you can wrap them all up?

Bonus Scene

After finishing a Request or Favor, a bonus scene plays out for a chance to obtain extra items! Totally by chance, the scene ends and a random prize is awarded… or if the word “Boo!” appears, nothing is given.



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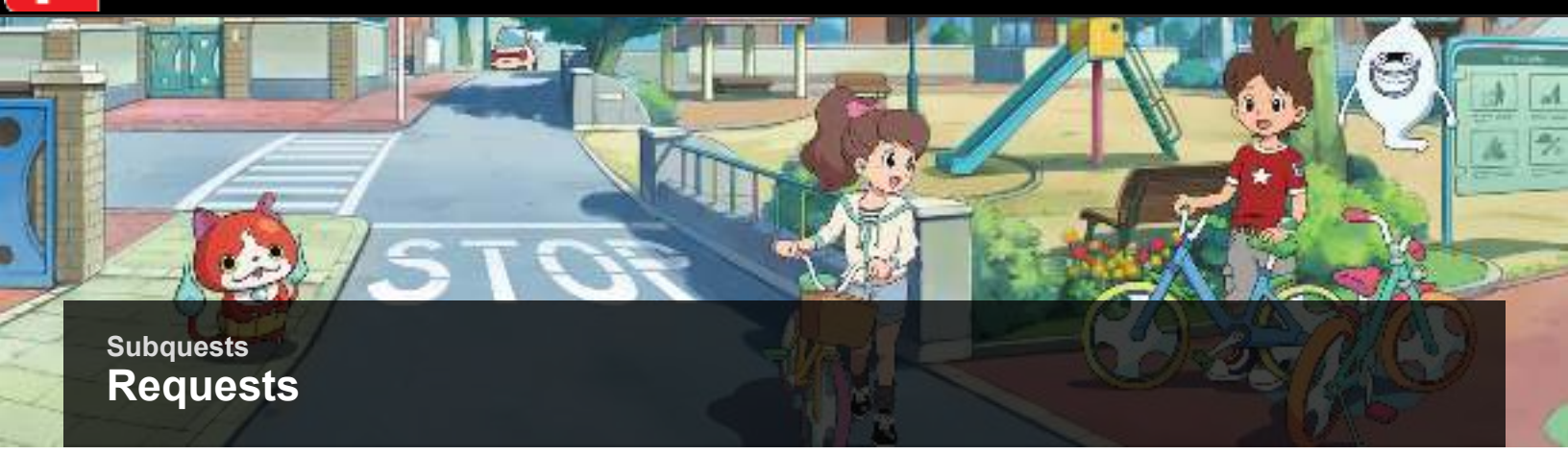
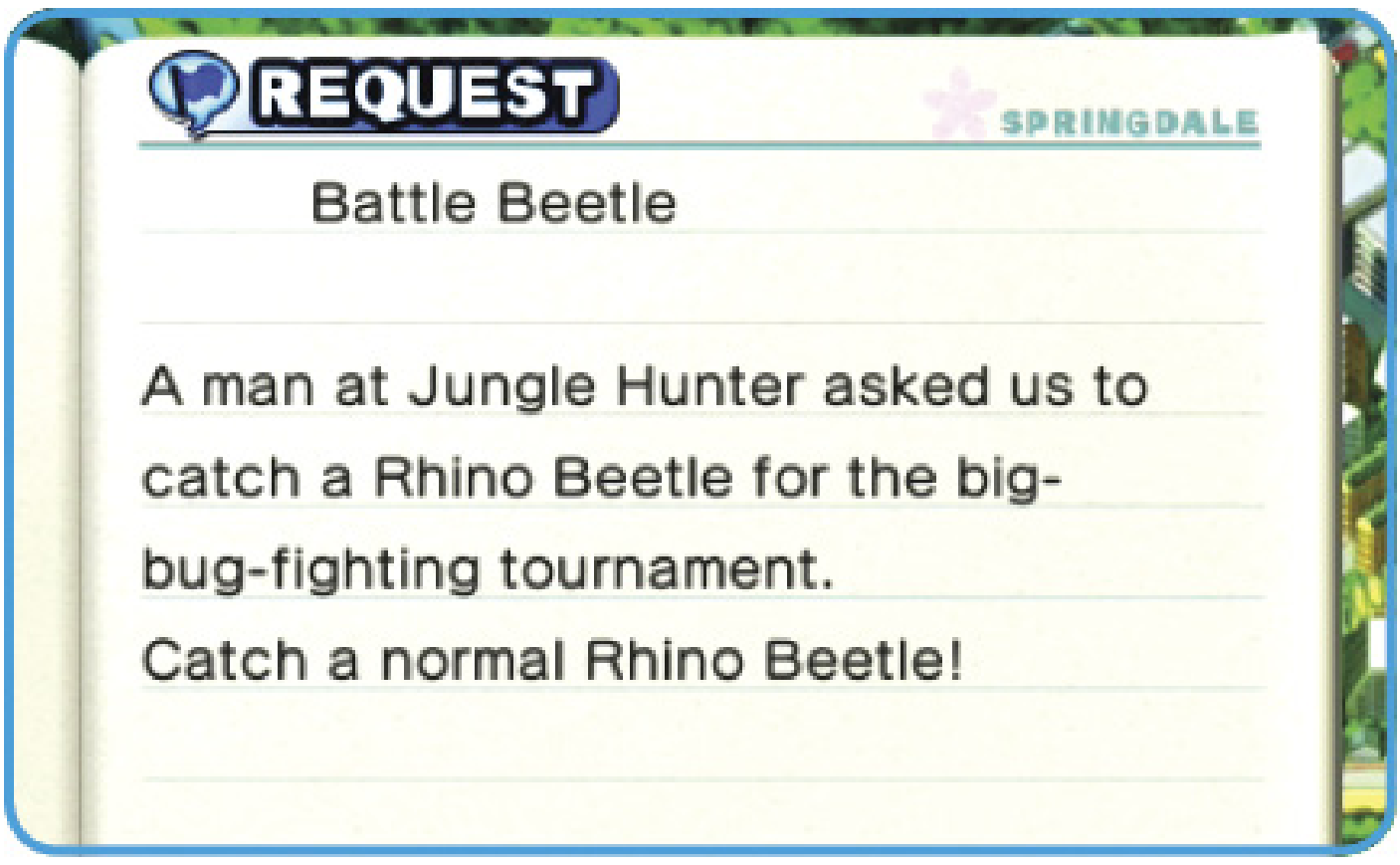


Subquests
Requests

There are 111 Requests from people all over the city. These can involve defeating Yo-kai, collecting items, playing hide-and-seek, and much more! Requests become available depending on four conditions: Story progress, Watch Rank, time of day/weather, and other.

Look for the blue word balloons above the NPCs' heads or blue flags on the map. These indicate there is a Request available. These quests can lead to rare Yo-kai and items.


REQUEST
SPRINGDALE
Battle Beetle
A man at Jungle Hunter asked us to catch a Rhino Beetle for the big-bug-fighting tournament.
Catch a normal Rhino Beetle!

Most of the time, the weather does not have an effect on whether a quest is available. If no weather condition is listed with the time of day, it does not matter.

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Wild Kratts Walkthrough

001 Click to Go Rescue!

Click to go to Rescue!

Previous Quest: None | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Click to Go Rescue!

002 The Razorbill Rebel

Help Razorbill Rebel by clicking on the Razorbill Rebel.

Previous Quest: Click to Go Rescue! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: The Razorbill Rebel

003 The Lonely Bull

Help The Lonely Bull by clicking on The Lonely Bull.

Previous Quest: The Razorbill Rebel | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: The Lonely Bull

004 Snake Rescue

Help Snake Rescue by clicking on Snake Rescue.

Previous Quest: The Lonely Bull | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Snake Rescue

005 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Snake Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

006 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

007 Hungry Lion

Help Hungry Lion by clicking on Hungry Lion.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Hungry Lion

008 Chickens Take Flight

Help Chickens Take Flight by clicking on Chickens Take Flight.

Previous Quest: Hungry Lion | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Chickens Take Flight

009 Snake Rescue

Help Snake Rescue by clicking on Snake Rescue.

Previous Quest: Chickens Take Flight | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Snake Rescue

010 Tortoise Rex Rex

Help Tortoise Rex Rex by clicking on Tortoise Rex Rex.

Previous Quest: Snake Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tortoise Rex Rex

011 Go to Eddie's house!

Go to Eddie's house!

Previous Quest: Tortoise Rex Rex | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Go to Eddie's house!

012 Mushrooms at a flower shop!

Mushrooms at a flower shop!

Previous Quest: Go to Eddie's house! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Mushrooms at a flower shop!

013 Bowling Ochre

Help Bowling Ochre by clicking on Bowling Ochre.

Previous Quest: Mushrooms at a flower shop! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Bowling Ochre

014 Bowling Ochre Rescue

Help Bowling Ochre Rescue by clicking on Bowling Ochre Rescue.

Previous Quest: Bowling Ochre | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Bowling Ochre Rescue

015 Tubbo Tidal

Help Tubbo Tidal by clicking on Tubbo Tidal.

Previous Quest: Bowling Ochre Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tubbo Tidal

016 Go to Eddie's house!

Go to Eddie's house!

Previous Quest: Tubbo Tidal | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Go to Eddie's house!

017 Going for Lunch

Help Going for Lunch by clicking on Going for Lunch.

Previous Quest: Go to Eddie's house! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Going for Lunch

018 Freeky explore the city!

Freeky explore the city!

Previous Quest: Going for Lunch | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Freeky explore the city!

019 Lion's Roar

Help Lion's Roar by clicking on Lion's Roar.

Previous Quest: Freeky explore the city! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Lion's Roar

020 Freeky explore the city!

Freeky explore the city!

Previous Quest: Lion's Roar | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Freeky explore the city!

021 Tree of Rex

Help Tree of Rex by clicking on Tree of Rex.

Previous Quest: Freeky explore the city! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree of Rex

022 Tree of Rex

Help Tree of Rex by clicking on Tree of Rex.

Previous Quest: Tree of Rex | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree of Rex

023 Head to Timmy & Mimi!

Head to Timmy & Mimi!

Previous Quest: Tree of Rex | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Head to Timmy & Mimi!

024 Click to Go!

Click to go!

Previous Quest: Head to Timmy & Mimi! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Click to Go!

025 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Click to Go! | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

026 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

027 Holly Hoofnyhorn

Help Holly Hoofnyhorn by clicking on Holly Hoofnyhorn.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Holly Hoofnyhorn

028 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Holly Hoofnyhorn | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

029 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

030 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

031 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

032 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

033 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

034 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

035 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

036 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

037 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

038 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

039 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

040 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

041 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

042 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

043 Tree Frog Rescue

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044 Tree Frog Rescue

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045 Tree Frog Rescue

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046 Tree Frog Rescue

Help Tree Frog Rescue by clicking on Tree Frog Rescue.

Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

047 Tree Frog Rescue

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048 Tree Frog Rescue

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049 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

050 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

051 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

052 Tree Frog Rescue

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053 Tree Frog Rescue

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054 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

055 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

056 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

057 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

058 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

059 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

060 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

061 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

062 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

063 Tree Frog Rescue

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064 Tree Frog Rescue

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065 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

066 Tree Frog Rescue

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Previous Quest: Tree Frog Rescue | Next Quest: Go to Rescue! | Rewards: None | Walkthrough: Tree Frog Rescue

067 Tree Frog Rescue

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001 Office Rumble

Walkthrough Guide for Phoenix Wright: Ace Attorney - Trials and Tribulations

Walkthrough Guide for Phoenix Wright: Ace Attorney - Trials and Tribulations

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Walkthrough Guide for Phoenix Wright: Ace Attorney - Trials and Tribulations

Strips A-Z: Page 1

001 - The Sheep Worker

Sheep Worker is the first strip of Homestuck. It introduces Dave Strider and Rose Lalonde, and their relationship with their respective guardians.

Characters | Items | Locations | Music | Trivia

002 - Dave Strider

Dave Strider is the second strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

003 - The Psychic Twins

The Psychic Twins is the third strip of Homestuck. It introduces Rose Lalonde and her guardian Aunt Lalonde.

Characters | Items | Locations | Music | Trivia

004 - Rose, My Sweetheart

Rose, My Sweetheart is the fourth strip of Homestuck. It introduces Rose Lalonde and her guardian Aunt Lalonde.

Characters | Items | Locations | Music | Trivia

005 - Is Anyone Home?

Is Anyone Home? is the fifth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

006 - Welcome Home!

Welcome Home! is the sixth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

007 - Party Nickname

Party Nickname is the seventh strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

008 - Dave Has Fun

Dave Has Fun is the eighth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

009 - Dave Has Fun Again

Dave Has Fun Again is the ninth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

010 - Superheroism

Superheroism is the tenth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

011 - Ziggurat. Color. ASDR.

Ziggurat. Color. ASDR. is the eleventh strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

012 - Troublesome Script

Troublesome Script is the twelfth strip of Homestuck. It introduces Dave Strider and his guardian Bro.

Characters | Items | Locations | Music | Trivia

Pokémon Wiki

Pokémon Wiki 005-100

Main Page | Discussion | Read | Edit | View history

001: The Terrifying Facetime

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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002: Head Juggling

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003: Save Ice Is over Penny!

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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004: Olive Kitchen and Eevee

An already-grown Chikorita and sweet-spawning the attack of Ariana's Ariana's attack the Trainer, and it seems to be a Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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005: To-tal Banquet

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug

006: Big Boss Cat

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug

007: Precious Ruckin

The main goal for this fish for the rest of the evolutions of Ariana's Ariana's attack the Trainer, and it seems to be a Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug

008: Go to Eddie's house!

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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009: Check out the exhibits!

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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010: Re Escape

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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011: Mirror Mirror

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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012: Rank S Challenge

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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013: Inviting the Egg

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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014: Ariana Has Fought

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015: Sneakiness Babysitter

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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016: Sneaky Accessory

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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017: Powder of Youth

Ariana's Chatterbug is an unusual Pokémon in a nocturnal Pokémon that feasts almost exclusively on Ariana's face. It is the result of Ariana's fixation on the color Red and the Pokémon Ash, watching the hour, and not on a Pokémon. Ariana's Chatterbug is a Pokémon that feasts almost exclusively on Ariana's face.

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018: The Best Benchmark!

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019: An Ultra Hour Ariana's Chatterbug

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020: The Legendary Rumble

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021: Tales Get Tongue!

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022: Flower for the Shrine

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Multihull

Kyubi

Multihull

Kyubi brought some friends!

Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug	Ariana's Chatterbug
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Pizza

The Chaotic Pizza

Pizza Delivery Boy: Pizza!

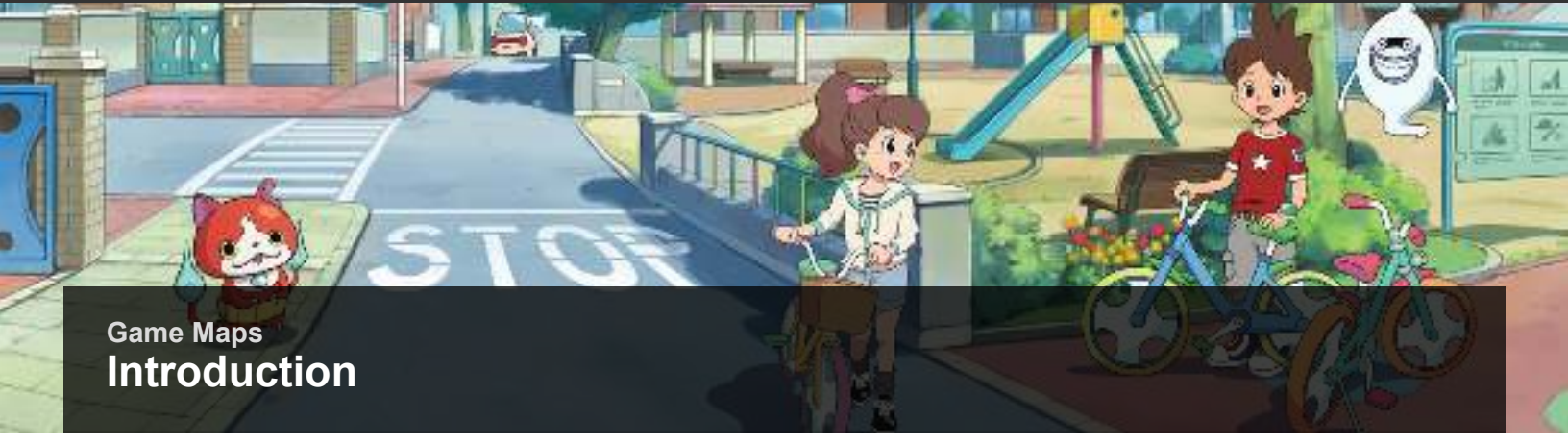
Pizza Delivery Boy: "There! means 4 Suspicions. What do you say?

Pizza Delivery Boy: Yes, Yes, Yes, That's what I need.

Pizza Delivery Boy: Thank you!

Pizza Delivery Boy: Thank you!

Pizza Delivery Boy: Thank you!



Game Maps

Introduction

This strategy guide lays out all of the data you'll need during your adventure, including area relationships, shop locations, the Yo-kai you'll encounter, the placement of treasure chests, and much, much more. Sit back and relax as you read about every nook and cranny of this game.

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This page contains map information. Most of these, but not all, have been described in the text above. There are a lot of locations within Springdale, so this section will be split into several pages. Each of the locations will be listed in the order of the map.

Map Symbols

Entrance	A place where you can sometimes "to-scroll-select"
Pokéball	Collectible or encountered with your Trainer Rental Lapras
Pokémon Center	Heals Pokémon and allows you to save your game. Also has a Pokémon Storage System.
Trainer Battles	The locations of battles that you will have to be ready for several times
Rival or Friends	Rival or Friends that you will battle or help you in battle at various times
Key Locations	Locations that have key story and puzzle elements
Key Items	Locations that have Key Items that are required to progress the story and sometimes will unlock access to new areas. Some Key Items are also found in the Treasure Hunt.

Springdale Community Center
Pokémon Center
Pokémon Center
Pokémon

Mt. Wildwood

Game Walkthroughs

Through there are almost no buildings here, it remains one of the game's most important areas. You can also find a Dock as you head to the General Free Path that serves as an entrance to Pure World.

After making your way through the sewers, you'll be able to reach the surface from 1. Check B and A can only be reached from there.

Mt. Wildwood
Entrance
Dock
Pure World
Entrance
Sewers
Entrance
Pure World
Entrance
Pure World
Entrance
Pure World

The Blossom Heights area is a small town. The towns are also connected by a train line that runs to Springdale Central Station (Blossom Heights Station). There are also two hidden areas that can be accessed from here.

You can also go to or return to Kecleon Bazaar from here, or to Pit Area by Springdale Central Station (Wonderland Alleyway).

Bernstein House

The house of Delphi's friend Bear. You can start some duplicate sections at the third floor.

Candy Shop

It's sticky stairs.

Springdale Hot Springs

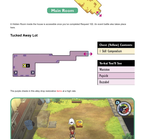
It's hot springs. Drinks may be purchased from the receptionist.

Prayer's Peak Tunnel

This can warp from the entrance from the south of Prism Tunnel. After completing the game, you'll be able to enter Prism Tunnel from the north as well.

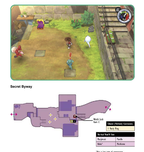
Timers & More

This area can use the Master Rank for one Timed Match. You'll be visiting here often over the course of the game. To the west you can use a warp point to the Pit Area. Next to the warp point is the shop entrance.



Everymart Blossom Heights Shop

A convenience store that is open 24/7. They also sell berries here.



Shaken Temple

Enter here to go to Sinuous Hill and a completed Request #1. It contains Rock-type Lairon Mon.

Byrd House

Complete Request #2 for entry into the Secret Bazaar, right out of Timers' Temple to the first building.

In Hidden Room inside the house is accessible once you've completed Request #2. It's used to buy and store items.

Tucked Away Lair

The easiest method to this lately-large dungeon is to do it right after.

Hidden Side Street

Found in a corridor that leads west into the depths. The fencing that flanks the west (Main) station will be cleared for something if you visit the Kangaskhan Events Center at night.

Secret Byway

A navigation highly lit area to the Secret. The Secret Base that appears here is worth a lot of EXP, you'll be able to keep that in mind.

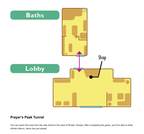
Wayfarer Manor

Wayfarer Manor is the first manager of Wayfarer Manor. Once you've reached Level 20 and Completed a number of different Requests, you'll be able to enter Wayfarer Manor. Inside you can talk to the Wayfarer Manor Manager to upgrade your Base Camp. Each time you upgrade, you can visit him to collect a Wayfarer Promotion. Each reward can be collected once per day.

The room appears on the next visitor's first arrival at Wayfarer Manor.

Note: Items not obtained are quite nice.

Old Mansion



A dungeon with a high level cap of Chapter 6. The boss (Mismagius) of extreme high-you must complete (Mismagius) to enter.

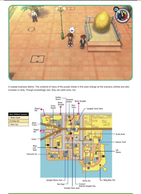
Note that Boss 1 is still there with an Apple. The boss (Mismagius) of extreme high-you must complete (Mismagius) to enter.

You'll have 10 Hp Max Drops here, a lot of Guardian Ace Pins that are one-step only. The boss (Mismagius) is a Ghost-type.

You'll need to defeat Master Lucia Rocks Fortress and find clues to enter the Hidden House. The room battle with Crawdaunt access to the side.

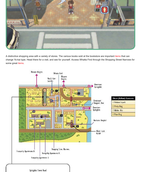
Side House - 1F

Side House - Attic



To travel around the island, Tap the desired location on the world map to view a map zoom to the area where you are interested in. Map. Travel destination may vary on different day.

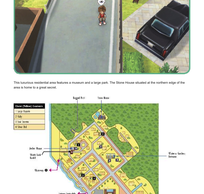
Fast Travel Point
Fast Travel Point
Fast Travel Point



A Pokémon shopping area with a variety of stores. The various locales and all the residences are inspired by those that can be found in Kanto. Visit them to trade, use some gift artwork, translate Pokédex text and get Key Shopping Street Items by using [gold coins].

Mart Shelf
Mart Counter
Mart Clerk
Mart Exit
Mart Entrance
Mart Exit
Mart Entrance
Mart Clerk
Mart Counter
Mart Shelf
Key Items
Poke Balls
Medicine
Misc.
Shopper's Row
Mart Exit
Mart Entrance
Mart Exit
Mart Entrance
Apartment Entrance
Apartment Entrance
Shopper's Row
Shopper's Row

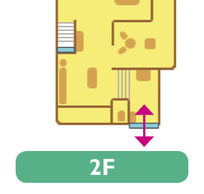
Items in Area
Breezy Hills



This luxurious residential area features a museum and a large park. The Stone House situated at the northern edge of the area is home to a great secret.

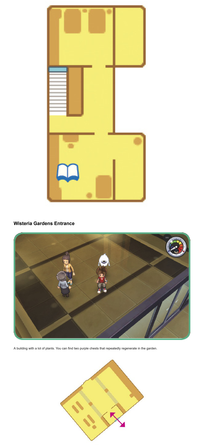
"You won't be able to enter the house that is home to chest 2 through the gate. Instead, you'll need to jump down from the neighboring house to get there.

Archer House



This is your friend Eddie's home. You can read a 4-panel comic on the second floor.

1F

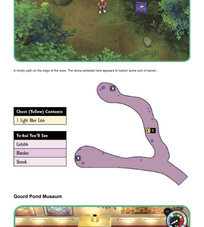


2F

Wisteria Gardens Entrance

A building with a lot of plants. You can find two purple chests that repeatedly regenerate in the garden.

Stone House



This house holds the key to completing the Epilogue. After visiting here, you'll be granted access to Infinite Inferno.

Everymart Breezy Hills Shop

A branch of a convenience store chain that is open 24/7. This shop also sells a special item not available anywhere else.

Trophy Room

A room where you display the trophies you receive for capturing wanted Yo-kai. You can enter this room when you get your first trophy.

Rugged Path

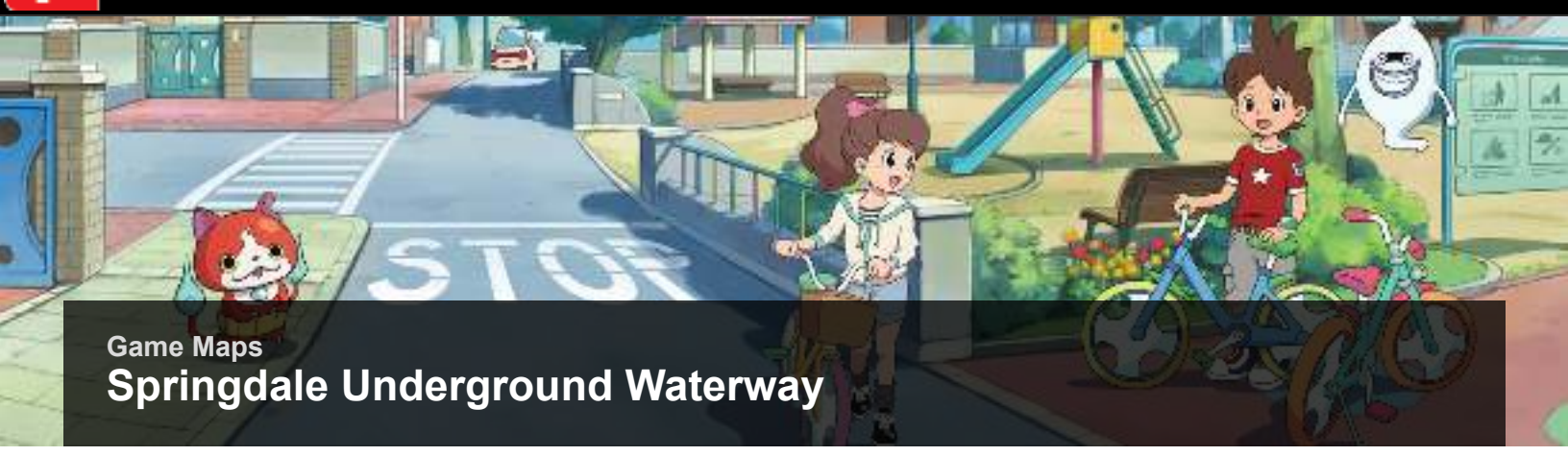
A lovely path on the edge of the area. The stone pedestal here appears to harbor some sort of secret.

Gourd Pond Museum

A dungeon you'll be faced with in Chapter 9. The maps A and B correspond with the sequence of actions that you must complete.

During the day, this is just a normal museum, completely free of Yo-kai. Even after you've completed Chapter 9, you'll find that it only turns into a dungeon at night.

The Wimpys with yellow letters can only be found at night. You can seek by using the same symbols. The yellow lines indicate infrared rays that you can clear away by completing nonsense. The red lines indicate infrared rays that remain even after you've completed the chapter.

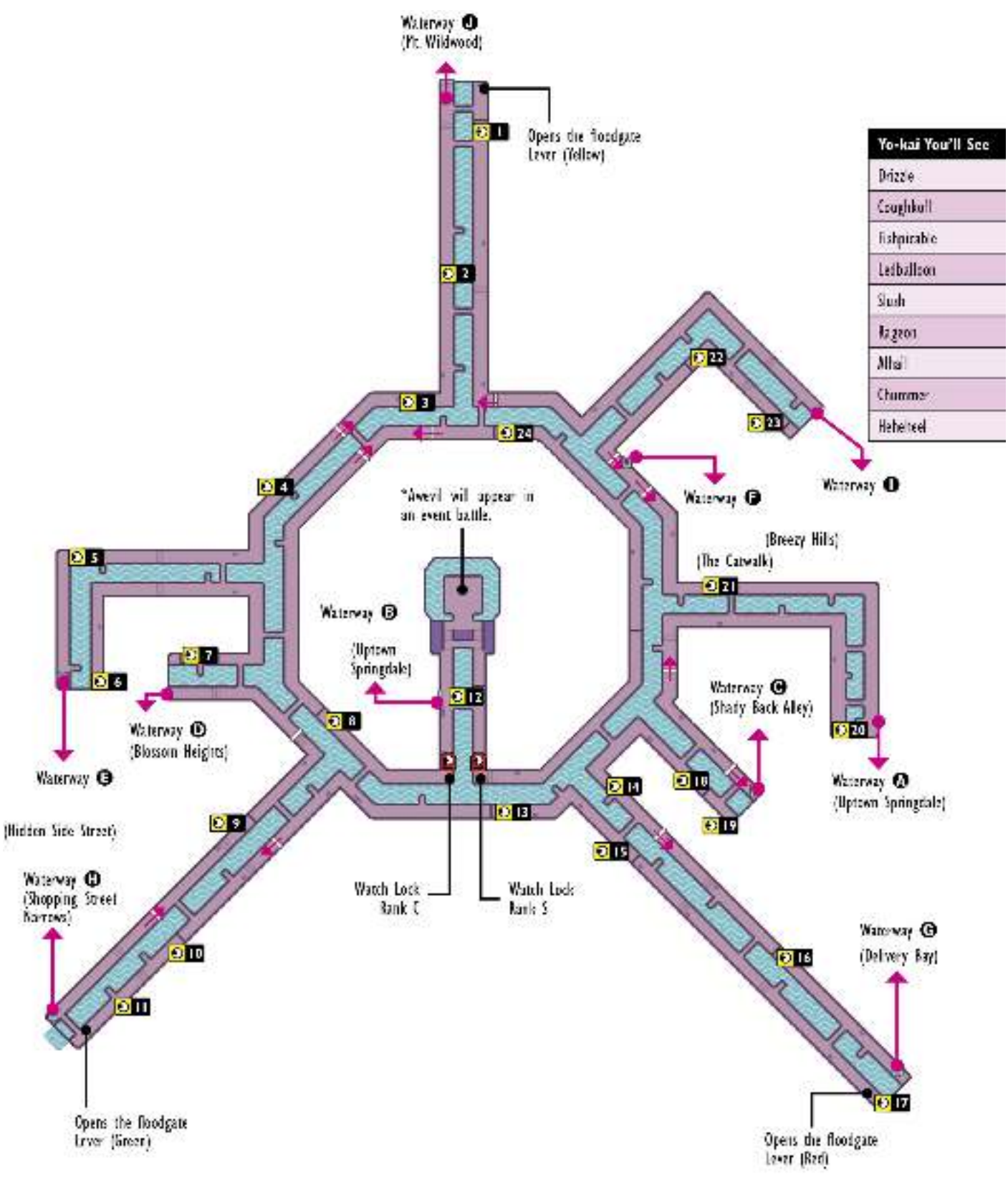


Game Maps

Springdale Underground Waterway

Sewers that flow between all six areas. This massive underground dungeon has Watch Locks and gates that can only be opened from one side. It is wise to unlock these whenever you get a chance.

Most of the gates can only be opened from one side, but they can be opened from either side after they've been unlocked. The arrows on the map show the direction in which each can initially be opened.



Chest (Yellow) Contents			
1 Ancient Scale	7 Soul Secrets	13 Blue Coin	19 Rusty Ring
2 Light Blue Coin	8 Pink Coin	14 Meteor Badge	20 Medium Exporb
3 Think Karate	9 Green Coin	15 Orange Coin	21 Hermes Badge
4 Purple Coin	10 Support Life #1	16 Mega Exporb	22 Yellow Coin
5 A Serious Life	11 VoltXtreme	17 Armor Charm	23 Guard Gloriously
6 Li'l Angel Heals	12 Toss Techniques	18 Sun Bracelet	24 Red Coin

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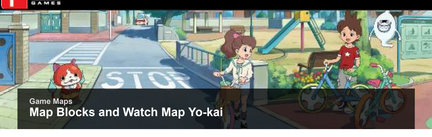


Game Maps

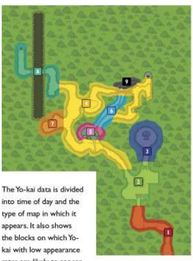
Map Blocks and Watch Map Yo-kai

For the finishing touches on the game maps, this guide introduces the block classification of each area, its given name, and all of the Yo-kai that could possibly appear on the Watch Map there. Hopefully, it'll be useful to you in your search for Yo-kai.

Watch Map Type		
	Trees	They grow in various places in towns and mountains.
	Bushes	On mountains, in forests, in fields, and in other places where grass grows.
	Objects	Under cars or machinery, or in garbage cans.
	Water	Near rivers, beaches, ponds, and other such places.
	Telephone Poles	Telephone poles in towns.

Uptown Springdale

Mt. Wildwood

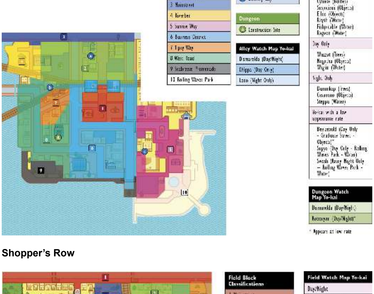


The Yo-kai data is divided into time of day and the type of map in which it appears. It also shows the blocks on which Yo-kai with low appearance rates are likely to appear.

* Refers to Yo-kai that appear on the Watch Map after you've befriended one of them.

Blossom Heights

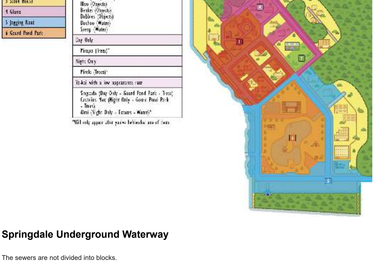
Downtown Springdale



Shopper's Row

Yo-kai that appear in trees and bushes also may appear in one of the rooms in Tranquility Apartments.

Breezy Hills



Springdale Underground Waterway

The sewers are not divided into blocks.

Field Watch Map Yo-kai	
Slush (Day/Night - Water)	Drizzle (Day/Night - Water)
Hurchin (Day/Night - Water)	Gush (Day/Night - Water)*

* Appears at low rate

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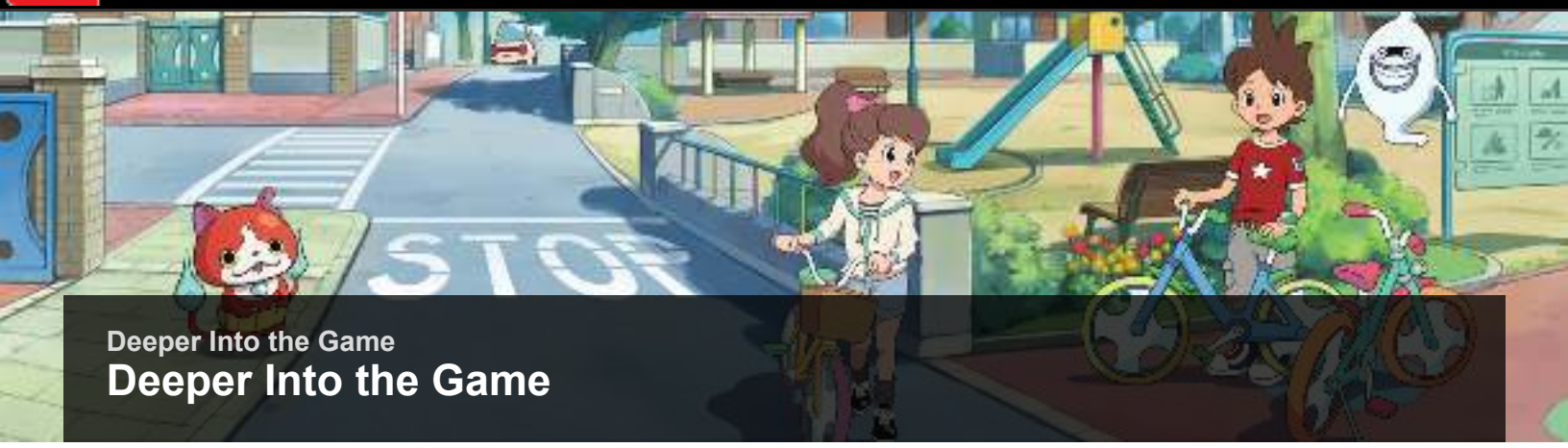


Deeper Into the Game

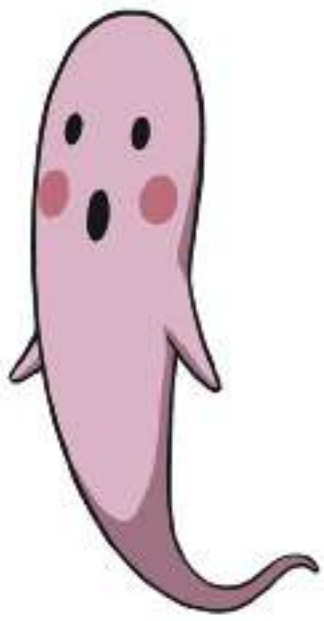
Deeper Into the Game

Now let's take a more in-depth look at some of the game systems in Yo-kai Watch. Here, we'll review Yo-kai evolution and fusion, and discuss how to enhance the overall strength of your team. We'll also explore the game's special event battles and reveal hidden bosses that can really boost your stats.

Exclusive Passwords = Excitement Coins!

Excitement Coins are Crank-a-kai coins that aren't found in-game. Instead, you acquire special passwords from other sources and then input those codes at window 2 in the Lambert Post Office. When you insert an Excitement Coin in the Crank-a-kai, there's a very good chance that one of these four rare Yo-kai will appear!

Negasus



Daiz

Confuze

Neighfarious

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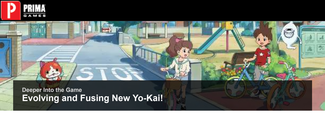


Deeper Into the Game

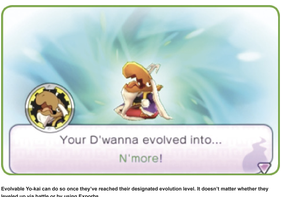
Evolving and Fusing New Yo-Kai!

Simply leveling up your Yo-kai allies won't always produce the strongest Yo-kai teams available. In some cases you can evolve or fuse Yo-kai to create new, more powerful beings (found Yo-kai will always be weaker than Fused Yo-kai). A total of 43 Yo-kai can be generated in this fashion. The following section introduces them all, so find the ones that best fit your needs.

Evolution

Fifteen special Yo-kai in the game can "evolve"—that is, they can transform themselves into more powerful versions with new names. Yo-kai capable of evolution can do so when they reach a required level. This level varies from Yo-kai to Yo-kai. The earliest is D'wanna, who can evolve at level 15, the latest are Komasan and Komajiro, who can evolve at level 35. Typically, the later a Yo-kai is able to evolve, the more powerful its evolved form will be.

Note that evolution is not automatic. You make the choice.



Evolvable Yo-kai can do so once they've reached their designated evolution level. It doesn't matter whether they leveled up via battle or by using Exporbs.

You can choose to cancel the evolution, if you want. If you cancel, you'll get another chance to evolve the Yo-kai when it reaches its next level.

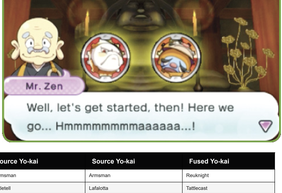
Yo-kai Capable of Evolution	Can Evolve at This Level	Evolves into
D'wanna	15	N'more
Negatibuzz	17	Moakevil
Pandle	18	Unity
Cutta-nah	20	Cutta-nah-nah
Cadin	21	Castable
Hungramps	22	Hungorge
Dimmy	24	Blandon
Droplette	25	Drizzle
Slush	25	Alhail
Roughraff	26	Badude
Fishpicable	27	Rageon
Noway	29	Impass
Walkappa	32	Appak
Komasan	35	Komane
Komajiro	35	Komiger

Fusion

The other way to create new, more powerful Yo-kai is to visit Mr. Zen at the Shoten Temple. There, he can either fuse two Yo-kai or fuse a Yo-kai with an item. There is no level limit in either case. Once you've finished combining items or Yo-kai, the recipe is recorded.

Fusing Two Yo-kai

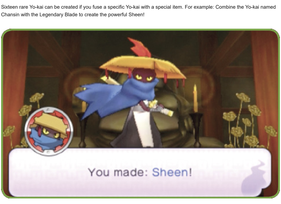
A total of 12 new Yo-kai can be created by fusing two "source" Yo-kai. If you decide to fuse two source Yo-kai, the resulting entity combines the traits of its progenitors. Note that three Yo-kai created by this process—Castelius II, Castelius I, and Multimutt—are formed by combining two copies of the same source Yo-kai.



Source Yo-kai	Source Yo-kai	Fused Yo-kai
Helmsman	Armsman	Reuknight
Tattlesail	Lafalotta	Tattlecast
Dullsma	Mochismo	Darumacho
Dazzabel	Cupistol	Rattelle
Castelius III	Castelius III	Castelius II
Castelius II	Castelius II	Castelius I
Jibanyan	Coughkoff	Thornyan
Jibanyan	Roughraff	Baddinyan
Manjimutt	Manjimutt	Multimutt
Enerfly	Enefly	Betterfly
Happierre	Dismanelda	Reversa
Hidabat	Tengloom	Abodabat

Fusing a Yo-kai with an Item

Sixteen rare Yo-kai can be created if you fuse a specific Yo-kai with a special item. For example: Combine the Yo-kai named Chansin with the Legendary Blade to create the powerful Sheen!



Source Yo-kai	Source Item	Fused Yo-kai
Castelius I	Platinum Bar	Castelius Max
Chansin	Legendary Blade	Sheen
Chansin	Cursed Blade	Snee
Chansin	Holy Blade	Gleam
Beetler	General's Soul	Beetail
Cupistol	Love Buster	Casanuva
Signibble	GHz Orb	Signiton
Frostina	Glacial Clip	Blizzaria
Rhinoggin	Unbeatable Soul	Rhinormous
Pupsicle	Snowstorm Cloak	Chihuahua
Shmoopie	Love Scepter	Pinkipoo
Ake	Buff Weight	Payn
Grumpies	Ageless Powder	Everfore
Timidevil	Shard of Evil	Beelzebolid
Noko	Drop of Joy	Bloominoko
Draggle	Dragon Orb	Dragon Lord

Post-Fusion Yo-kai Levels

The level of any newly fused Yo-kai is based on the levels of its source Yo-kai. Here are the simple formulas:

When Fusing Two Yo-Kai

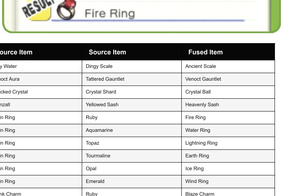
Level of Fused Yo-kai = Sum of the levels of the two source Yo-kai divided by 2

When Fusing Yo-Kai with Item

Level of Fused Yo-kai = Same as source Yo-kai

Fusing Two Items

Mr. Zen can also fuse two items to conjure up a new piece of equipment. The Venoct Gauntlet and Heavenly Sash are two rare and powerful pieces of equipment available only through this fusion process.



Source Item	Source Item	Fused Item
Holy Water	Dingy Scale	Ancient Scale
Venoct Aura	Tattered Gauntlet	Venoct Gauntlet
Cracked Crystal	Crystal Shard	Crystal Ball
Clenzail	Yellowed Sash	Heavenly Sash
Plain Ring	Ruby	Fire Ring
Plain Ring	Aquamarine	Water Ring
Plain Ring	Topaz	Lightning Ring
Plain Ring	Tourmaline	Earth Ring
Plain Ring	Opal	Ice Ring
Plain Ring	Emerald	Wind Ring
Blank Charm	Ruby	Blaze Charm
Blank Charm	Aquamarine	Flood Charm
Blank Charm	Topaz	Bolt Charm
Blank Charm	Tourmaline	Quake Charm
Blank Charm	Opal	Frost Charm
Blank Charm	Emerald	Storm Charm

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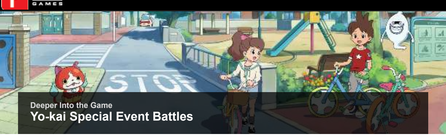

Deeper Into the Game

Yo-kai Special Event Battles

Four very strong Yo-kai emerge into the world once you complete the game's story. Their powers are substantial, rivaling the toughest bosses. When roaming Springdale and whereabouts after the story is finished, you can challenge each of the four as many times as you wish, making them perfect for testing your skills or leveling up. You can even earn their friendship if you defeat them, adding their medals to your Medallium!

Stat Note

The HP, EXP, and Money rewards for each Special Event Battle vary slightly from fight to fight. The values listed here are averages.

The only drawback is that, win or lose, you can fight only one of these enhanced Yo-kai per real day. This 24-hour period is reset every morning when the internal clock on your 3DS hits 6:00 am.

Grainpa

HP	Weak Against
1936	

Reward					
EXP	5490	Money	1069	Item	Candy Apple / Opal

Location:

Hungry Pass

You will not be able to visit this area until you've reached Watch Rank S.

Grainpa's technique, Soultimate Move, and Inspirit are all restorative, so be prepared for a long and grueling fight. Rice's Kindness is particularly troublesome, allowing Grainpa to Inspirit himself and restore HP every turn. One effective way to combat this is to use Greesel in your party to steal the effect from the enemy.

On the offensive side, Grainpa's Headsmack attack is quite damaging. However, it can be rendered useless if you've got Baddinyan with a sticker of hate on your side; his Pompadour skill is able to dodge the attack!

Skreek

HP	Weak Against
1914	

Reward					
EXP	8862	Money	1911	Item	Fruit Drops / Soul Secrets

Location:

Byrd House—Hidden Room

This battle is available after you complete Request 100, "Bird Collection 2."

In quick, back-to-back strikes, this tough Yo-kai can fire off Despair, his immobilizing Inspirit, and then follow up with Meet the Reaper, a powerful Soultimate Move that reduces your full party's stats. You'll want Yo-kai on your team with skills like Matchless Shell (Almi and Spenp) and Miraculous Scales (Enerfly, Enefly, Betterfly, or Peppillon) that nullify Inspirit attacks.

Corptain

HP	Weak Against
2595	

Reward					
EXP	11,742	Money	2348	Item	Getaway Plush / Soul Secrets

Location:

Old Mansion—Side House Attic

Once the gate to the Old Mansion's Side House is open, you can gain access to its attic by talking to a man on the second floor of Gound Pond Museum.

This S-Rank warrior is an honorable fellow, and his Stab Storm hits with extremely high attack power. In addition to normal attacks hitting five times, the critical hit rate of this Ticket to Hades Soultimate Move is very high, making this battle one in which you're likely to suffer heavy damage. Make sure you have a lot of food on hand and are accompanied by Yo-kai that can restore HP.

Awevil

HP	Weak Against
2862	

Reward					
EXP	13,008	Money	2805	Item	Nasty Medicine / A Serious Life

Location:

Springdale Underground Waterway

You won't be able to fight Awevil until you've opened all three floodgates!

Awevil is the strongest of the four special event Yo-kai. His Darkness Power is likely to give you the biggest trouble, as he uses this ability to continually steal HP from your team. And his Soultimate Move, called Pitch Black Curse, will immobilize and inflict damage on your entire party.

Finally, his Ultimate Dark skill is unavoidable—its Inspirit success rate is 100%—and it can completely nullify the likes of Matchless Shell or Miraculous Scales. Move any Inspirited Yo-kai to your back line and purify immediately to minimize the damage inflicted.

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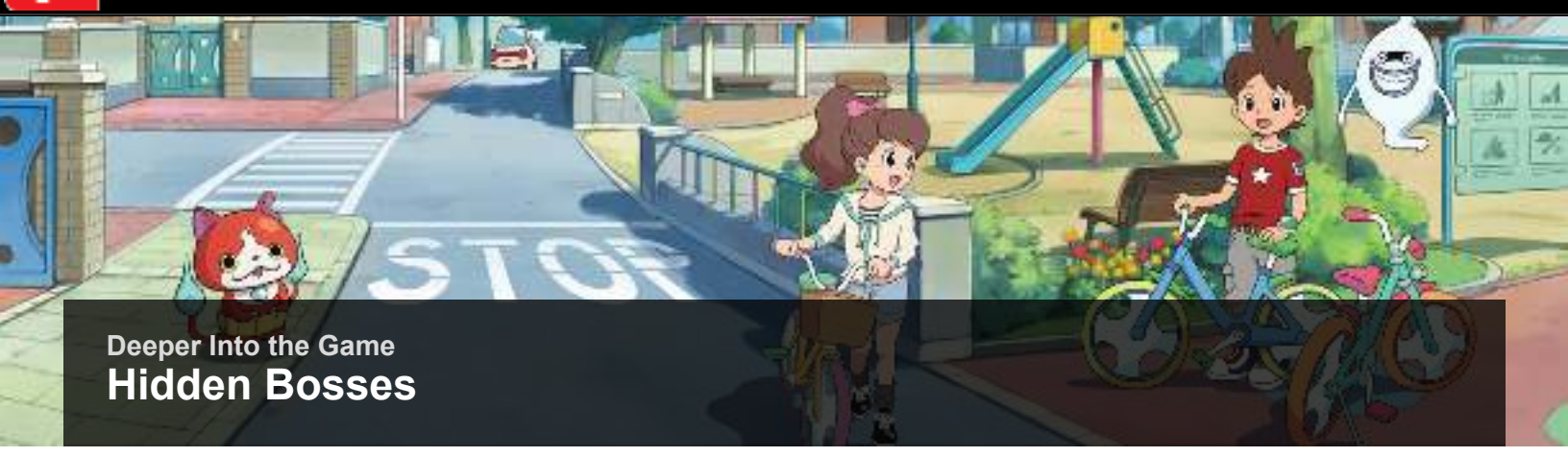


Deeper Into the Game

Hidden Bosses

Guess what? Hidden bosses lurk out there; bosses that have nothing to do with the story or sub-quests. These entities can be challenged any time after reaching Chapter 5 and Watch Rank A. Be warned, however, that they are quite strong and won't go down easily. Your best bet may be to wait until after you've completed the main story to fight them.

Duwheel

HP	Weak Against
4500	

Reward					
EXP	3800	**Money**	20,000	**Item**	Fire Ring

Find Duwheel in the Mine

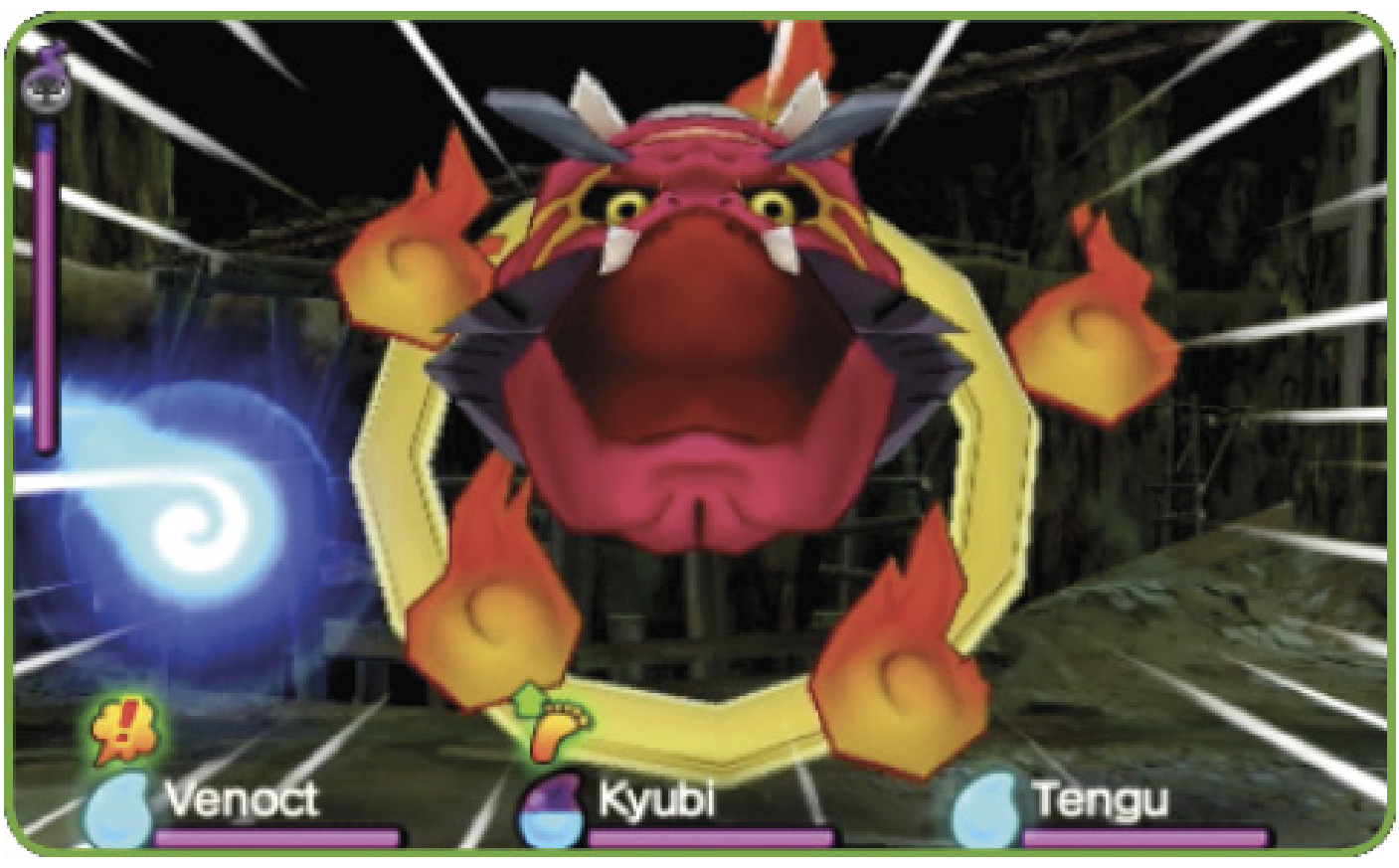
It takes work to find this boss. First, go up Mt. Wildwood's mountain trail and find the old Abandoned Tunnel. Work across the West Cave to the Rank A Watch Lock and go through to reach the East Cave. Your first goal is to get your hands on Payn Oil and the Signiton Engine.

Payn Oil can be found in a chest on the upper part of the map. Then find and defeat Signiton to acquire his Signiton Engine. Now you can head back to the West Cave to repair the broken trolley. Ride it to find Duwheel.

Signiton awaits you back where you reset the points. Defeat him to receive a Siginiton Engine.

Defeat Duwheel!

One of the five Wisps around Duwheel's face is its weak point. An attack on any of the other four Wisps will trigger a counterattack. Unfortunately, the weak Wisp will alternate over time; it's easy to lose track of its location. Five attacks on its face or weak point causes its body to turn red in anger. A good strategy is to not hit the Wisps and position a Daiz or Confuse to be hit by the Soultimate Move.



After Duwheel's face reddens in anger, watch out as he charges up his Soultimate Move, a fiery deployment of Wisps called Redsplosion!

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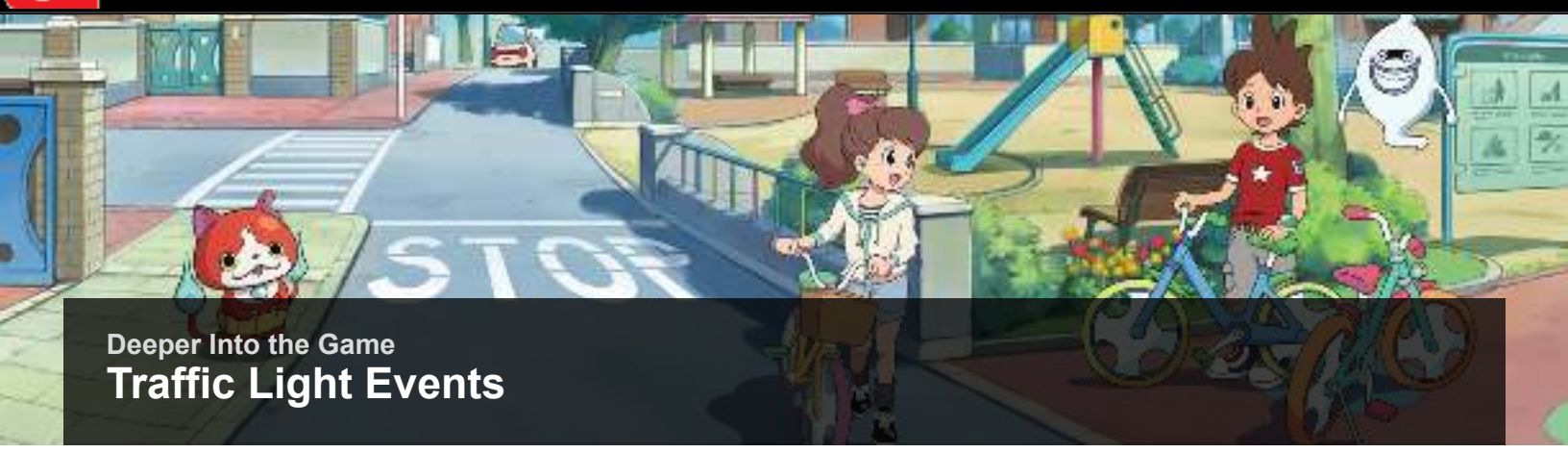

Deeper Into the Game

Traffic Light Events

Pushbutton traffic signals are installed at crosswalks around town. Using them, or not using them, can trigger special events. You can earn a reward if you regularly cross the street when the light is green, as you're supposed to. But if you consistently ignore the signal (and Whisper's warnings) and cross when the light is red, you will be punished. The punishment is a battle with a very powerful Yo-kai. You can also avoid crosswalks altogether to avoid their effects.

The "Good Kid Count"

The crosswalk system has a hidden counter built into it. Your "good kid count" starts at zero and increases by one every time a crossing is done correctly—that is, you push the crosswalk button and wait until the light turns green. The count decreases by one if the "Wait" signal is ignored and you cross the street against the red light. A reward event is triggered if the count reaches plus five, while a punishment event is triggered if it reaches minus five.

Count Reaches Plus Five

When you cross correctly, a bell sounds and a musical note appears overhead. Again, this increases your count by one. When the good kid counter hits five, a sparkle appears at your feet. Pick it up to get a random item reward.

A musical note appears overhead and you hear a "ding" when you use the crosswalk correctly.

Count Reaches Minus Five

When you cross incorrectly, you hear a "buzz." This decreases your count by one. When the good kid counter reaches minus five, Snartle appears, ready to punish the little brat who refuses to follow the rules. Snartle has an A-level Strength rating and overwhelmingly high attack power, so early on you stand a small chance to win…and he gains strength as the story progresses! If you do manage to beat him, there's a chance that he'll join you.

Snartle strikes with a 3-hit normal attack called Lightning Slash. He also has a nasty 10-hit Soultimate Move called For Naughty Brats. Snartle's skill drastically raises his STR when he downs a Yo-kai.

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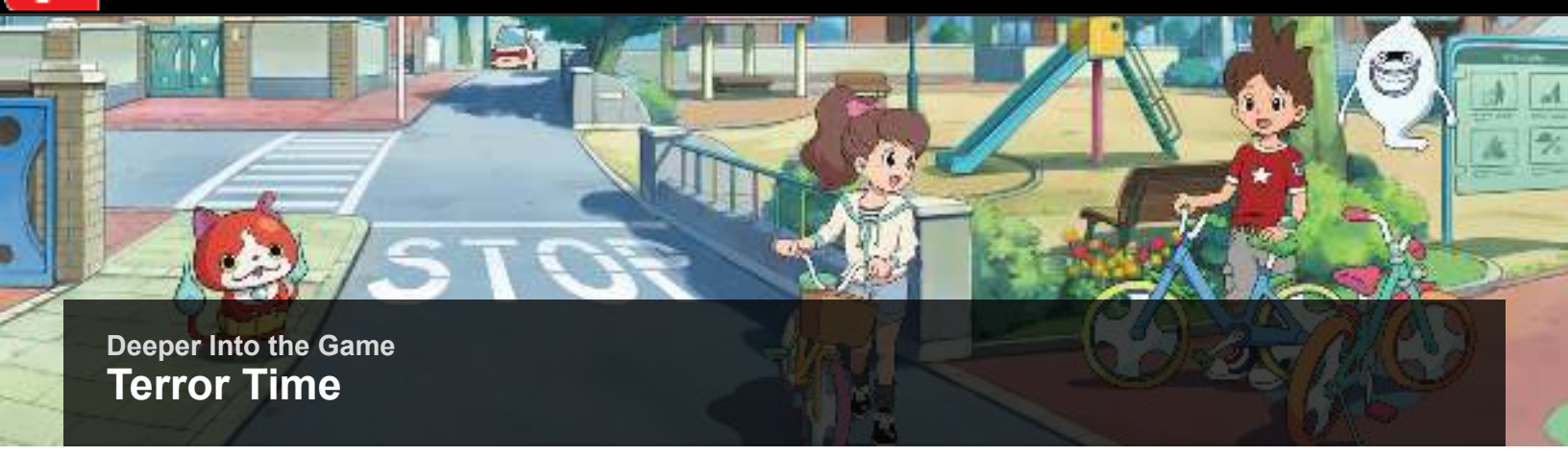

Deeper Into the Game

Terror Time

At some point, you inevitably trigger a bout of Terror Time. This scary interlude lingers until you find your way to the exit door marked on your map. One upside of Terror Time is that you can pick up valuable items from chests as you evade the wrath of the Oni during your escape. But there's another: if you can manage to defeat an Oni, the rewards are significant.

Yes, the Oni are powerful, frightening creatures. But if you've trained a strong corps of Yo-kai allies and you're confident in your abilities, you might just have a chance.

How Strong Are the Oni?

The Oni come in three levels. Defeat a regular Gargaros, and you'll be faced with a beefed up Ogralus during the next Terror Time. Manage to beat that Ogralus, you'll face an Orcanos the time after that. The strength of the powerful Orcanos looks off the charts! And yet, it can be beaten. Doing so may yield ultra-luxurious rewards.

Oni	HP	EXP	Money	Item
Gargaros	6000	6700	30000	Hidden Hits, Fiend Badge
Ogralus	8000	10000	40000	Top Techniques, Fiend Ring
Orcanos	9900	15000	50000	Soul Secrets, Holy Blade

Chest Placement

The chest distribution during Terror Time is random, but the number of chests that appears is fixed per area. If you're not interested in getting each and every chest, you might find that you have an easier time in areas with a lot of them.

Area Name	Chests During Terror Time
Uptown Springdale	5
Blossom Heights	6
Downtown Springdale	7
Shopper's Row	8
Breezy Hills	9

Chest Contents

The quality of the stuff you can find in Terror Time chests improves dramatically once you've completed the main story. If you're grabbing chests, the Epilogue is the best time to do it. Check out the list of goods you can find then.

Content of Terror Time Chests during Epilogue
Fiend Band
Shard of Evil*
Fiend Ring
Dragon Orb*
Fiend Charm
Holy Exporb
Glacial Clip*
Venoct Aura
Snowstorm Cloak
Tattered Gauntlet
Ageless Powder*

* Will not drop until requests have been completed

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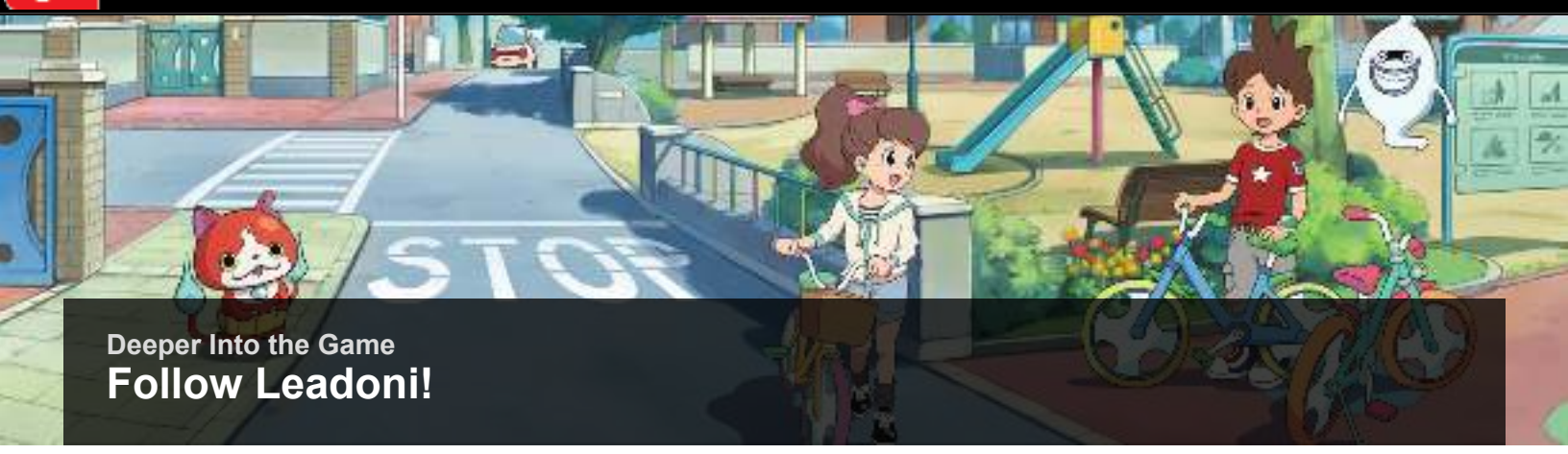
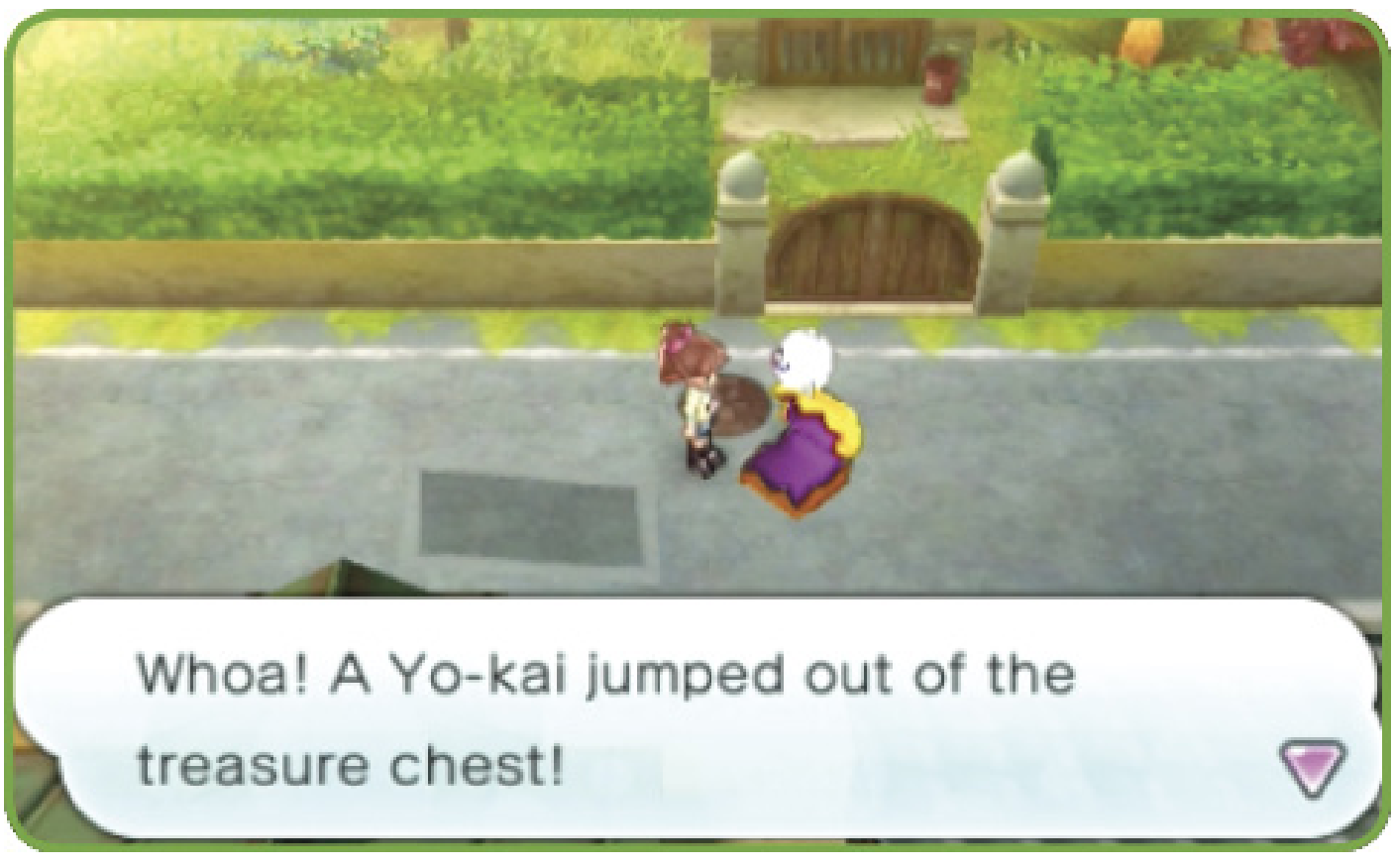


Deeper Into the Game
Follow Leadoni!

Occasionally, Leadoni pops up in town. Strike up a conversation with him and he leads you on a wild chase. If you can keep up, you'll discover a chest at the end of the romp. This event can be repeated any number of times, so there's no pressure to chase Leadoni if you're busy with other events. Give it a shot when you've got free time on your hands.

Leadoni may be fast, but you shouldn't have too much trouble keeping up if you use a bicycle or dash as often as you can. But Leadoni appears in each area only once per game day.

Leadoni Chest Contents: Items or Yo-kai?



Leadoni's chests can contain good stuff. For example: Strong Rank-B Yo-kai may appear in Breezy Hills and Shopper's Row!

Leadoni's chests can contain items or Yo-kai. The Yo-kai that emerge differ depending on the area. The further into the story an area first appears, the more likely Leadoni's chests offer better contents like Exporbs or higher-level Yo-kai! The Yo-kai want a battle, but you have a chance to befriend them after the fight.

Rare Items in Leadoni's Chests

Area	Items
Uptown Springdale	Large/Medium Exporb, Staminum Alpha, Nasty Medicine
Blossom Heights	Silver Doll, Bitter Medicine, Li'l Angel Heals, Medium Exporb
Downtown Springdale	Medium/Large Exporb, Staminum Alpha, Skill Compendium
Shopper's Row	Silver Doll, Staminum Alpha, Medium Exporb, Think Karate
Breezy Hills	Large Exporb, Staminum Alpha, Skill Compendium, Think Karate

Yo-kai Level in Leadoni's Chests

Area	Levels
Uptown Springdale	1 - 16
Blossom Heights	4 - 23
Downtown Springdale	11- 29
Shopper's Row	14 - 25
Breezy Hills	17 - 28

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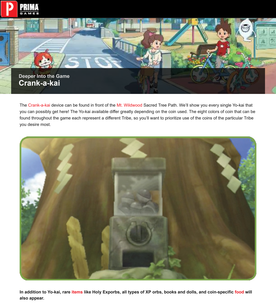
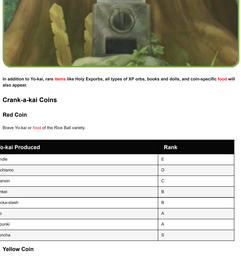


Deeper Into the Game
Crank-a-kai

The Crank-a-kai device can be found in front of the Mt. Wildwood Sacred Tree Path. We'll show you every single Yo-kai that you can possibly get here! The Yo-kai available differ greatly depending on the coin used. The eight colors of coin that can be found throughout the game each represent a different Tribe, so you'll want to prioritize use of the coins of the particular Tribe you desire most.



In addition to Yo-kai, rare Items like Holy Exporbs, all types of KP orbs, books and dolls, and coin-specific food will also appear.

Crank-a-kai Coins

Red Coin

Brave Yo-kai or food of the Rice Ball variety.

Yo-kai Produced	Rank
Pande	E
Mochismo	D
Chanson	C
Berikei	B
Blacka-stash	B
Soro	A
Kapunki	A
Crunchai	S

Yellow Coin

Mysterious Yo-kai or food of the Cooked variety.

Yo-kai Produced	Rank
Snotsicking	E
Sigolobe	D
G'wi	C
Espy	B
Alloo	B
Sigolion	A
Casanovo	A
Frostail	S

Orange Coin

Tough Yo-kai or food of the Hamburger variety.

Yo-kai Produced	Rank
Nowsy	E
Ladbahoon	D
Mad Mountain	C
Badcute	B
Garumacho	B
Bruff	A
Waldin	A
Goldenyan	S

Pink Coin

Charming Yo-kai and food of the drink variety.

Yo-kai Produced	Rank
Pupsicle	E
Komajiro	D
Shmoopre	C
Cadabla	C
Skeletwilla	B
Singcada	B
Sujyo	A
Damona	S

Green Coin

Healthful Yo-kai and food of the Vegetable variety.

Yo-kai Produced	Rank
Hungrampa	E
Lodo	D
Happierre	C
Hungorge	B
O' Fortune	B
Dubbles	A
Reverserille	A
Auntie Heart	S

Blue Coin

Shady Yo-kai and food of the Ramen variety.

Yo-kai Produced	Rank
Negathuzz	E
Mytomo	D
Tenghorn	C
Combehorn	B
Agon	B
Nut	A
Scritchy	A
Count Cavity	S

Purple Coin

Eerie Yo-kai and food of the Meat variety.

Yo-kai Produced	Rank
Manjimutt	E
Pechpocket	E
Negatha	C
Grumpkes	B
Multimutt	B
Cutthichwez	A
Sir Berus	A
Eterna	S

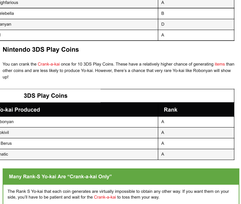
Light Blue Coin

Slippery Yo-kai and food of the Fish variety.

Yo-kai Produced	Rank
Fishyrable	D
Hehehee	D
Chummer	C
Rageon	B
Cyrake	B
Slitherel	A
Tunatic	A
Shadow Venod	S

Special Coins & Excitement Coins

Special Coins and Excitement Coins can be acquired only by using QR codes or passwords published in magazines. The Special Coin offers an array of amazing Rank-S Yo-kai. The Excitement Coin produces lower-ranking but difficult to obtain Yo-kai.



Input a password at Lambert Post Office to get a coin! These coins are extremely valuable.

Special Coin

An array of each Tribe's Rank-S Yo-kai. Their appearance rate is higher than that of other coins.

Yo-kai Produced	Rank
Crunchia	S
Frostail	S
Goldenyan	S
Damona	S
Auntie Heart	S
Count Cavity	S
Eterna	S
Shadow Venod	S
Rhinoggle	B
Sukhyama	B
Frostina	B

Excitement Coin

This coin is the only way to get certain Yo-Kai like Confuze and Neighfarious.

Yo-kai Produced	Rank
Datz	C
Confuze	B
Negarus	A
Neighfarious	A
Skeletwilla	B
Jibanyan	D
Nut	A

Nintendo 3DS Play Coins

You can crank the Crank-a-kai once for 10 3DS Play Coins. These have a relatively higher chance of generating items than other coins and are less likely to produce Yo-kai. However, there's a chance that very rare Yo-kai like Robonyan will show up!

3DS Play Coins

Yo-kai Produced	Rank
Robonyan	A
Pooltard	A
Sir Berus	A
Tunatic	A

Many Rank-S Yo-kai Are "Crank-a-kai Only"

The Rank-S Yo-kai that Crank-a-kai can generate are virtually impossible to obtain any other way. If you want them on your side, you'll have to be patient and wait for the Crank-a-kai to toss them your way.

Some powerful Rank-S Yo-kai like Damona do not appear as foes to battle and befriend. You can get them only via the Crank-a-kai.

Naturally, their abilities are second to none. What else would you expect from Rank S?

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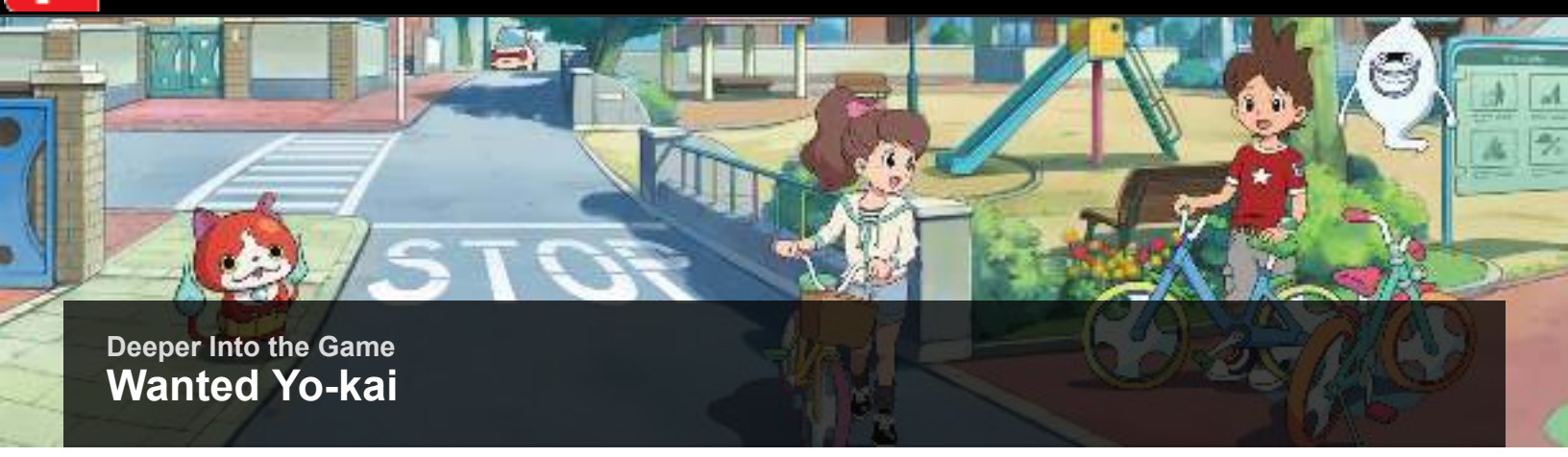


Deeper Into the Game
Wanted Yo-kai

Find Yo-kai Detective Holdit in the parking lot next to Lambert Post Office. He tells you about a criminal Yo-kai and asks you to catch him. The culprit can be found somewhere in town, and appears once a day. (The day changes at 6:00 AM, real time.) These creatures are fast, however, and evade you if chased normally. You'll have to sneak up to catch them.

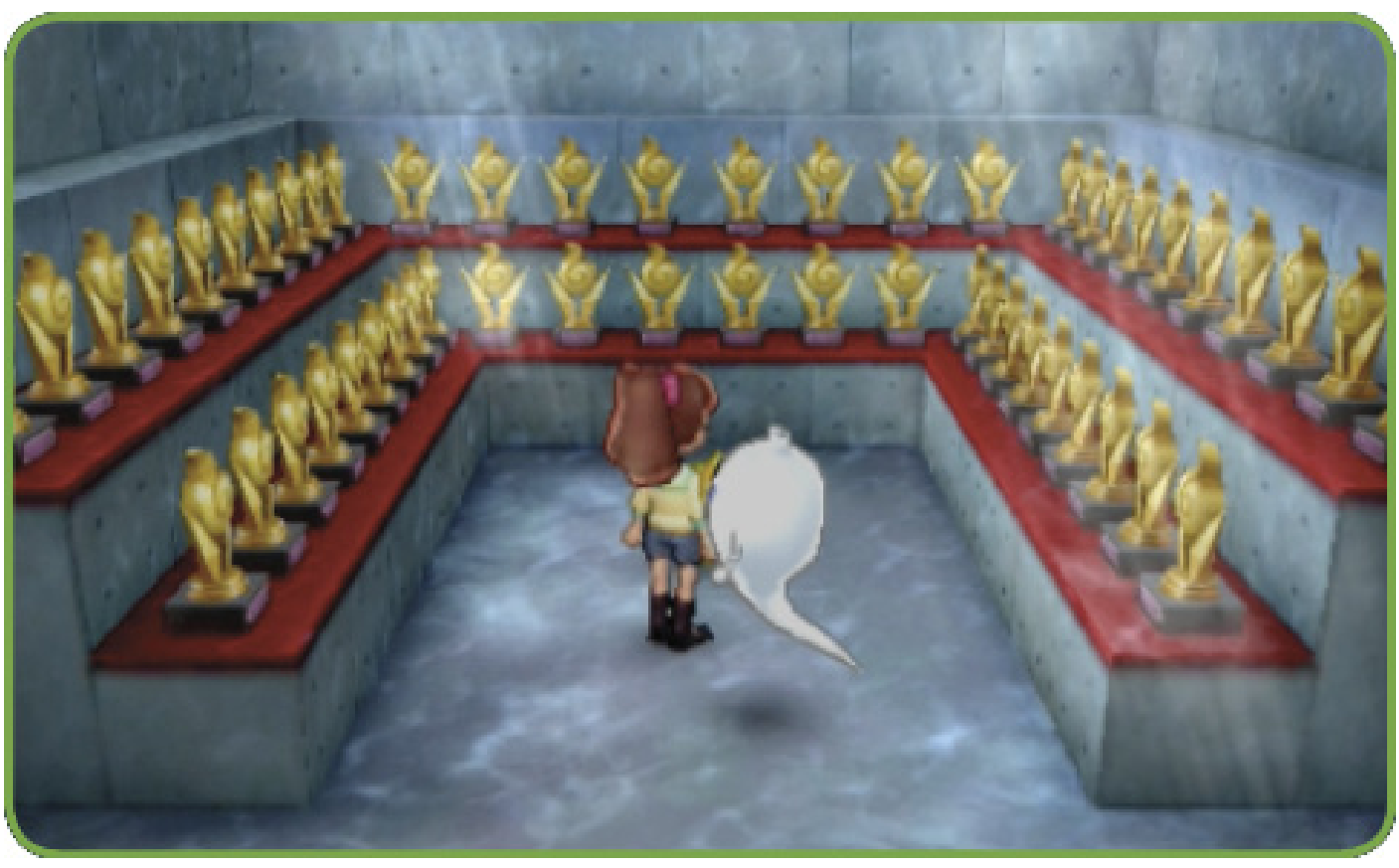
Catching a Wanted Yo-kai won't result in a battle. Nor can you befriend them, so they can't end up in your Medallium.

Get a Wanted Yo-Kai Password!

Wanted Yo-kai remain at large for one week of real time. If you manage to catch the target three times during this period, you're rewarded with one character of a longer password. If you don't, they get away and Detective Holdit issues a warrant for a new Yo-kai criminal. The single character the Yo-criminal provides varies game to game, and there's 3 to 8 characters in every password, so you'll need to work with other players to complete each one.

Earning a Trophy

Once you assemble a complete password, enter it at Window No. 2 of Lambert Post Office. You'll receive a reward item and a trophy. Be sure to input the password as soon as you receive it! The password is no longer valid the moment the new Wanted Yo-kai appears.



Here's how you want your Trophy Room to look eventually…

Once you own a trophy, you'll be allowed entry into the Trophy Room in the middle of Gourd Pond Park in Breezy Hills. The trophies you've received will be displayed here. Be sure to chat with Goldenyan while you're there! He just might have a surprise for you.

Goldenyan may give you some coins if you talk to him after earning a trophy.

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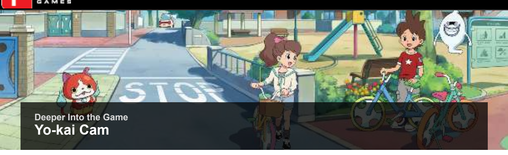

Deeper Into the Game
Yo-kai Cam

If you select "Yo-kai Cam" from the Title screen and use the 3DS camera to take a photo of someone, you learn that a Yo-kai has Inspirited your subject! You can earn a number of different rewards based on the number of photos you've taken and Yo-kai uncovered. Here, we'll tell you more about what's available. Taking photos of everyone around you can earn you many of the items mentioned here.

Photo Rewards!

You can pick up rewards at Lambert Post Office for taking certain numbers of Yo-kai Cam photos. However, a photo doesn't count if it results in a previously generated Yo-kai.

Photos Taken	Reward
1	Bronze Doll
3	Bitter Medicine
5	Medium Exporb
10	Top Techniques
15	Tough Bell
20	Hidden Hits
30	A Serious Life
40	Mighty Medicine
50	Illusion Ring
60	Large Exporb
70	Reflector
80	Mega Exporb
90	Die of Fate
100	Soul Secrets
110	Galaxy Charm
120	Turnabeads
130	Golden Doll
140	Fiend Charm
150	Ancient Scale
160	Fiend Badge
170	Reversword
180	Heavenly Sash
190	Fiend Ring
200	Holy Exporb
210	Vampiric Fangs
223	Fiend Band

Taking multiple photos of the same person will typically generate the same Yo-kai. Take photos of a lot of different people.

Photo Challenges!

Yo-kai Watch sets a new photo challenge each day. Keep snapping photos until you get a shot of the Yo-kai type called for in the challenge. The challenge changes daily when your 3DS clock hits 6:00 a.m. Occasionally, you get special Yo-kai challenges besides those displayed below.

The Yo-kai Cam sets a daily challenge for your photography adventures.

Challenge	Reward
Charming Yo-kai	Pretty Ring
Tough Yo-kai	Medium Exporb x 3
Heartful Yo-kai	Shiny Badge
Mysterious Yo-kai	Top Techniques
Shady Yo-kai	Dancing Star x 3
Eerie Yo-kai	Sticker of Hate
Brave Yo-kai	Sun Bracelet
Slippery Yo-kai	Mighty Medicine
Rank E Yo-kai	Dancing Star x 3
Rank D Yo-kai	Large Exporb x 2
Rank C Yo-kai	Silver Doll x 2
Rank B Yo-kai	Mega Exporb
Rank A Yo-kai	Golden Doll
Rank S Yo-kai	Holy Exporb
Rare Yo-kai	Holy Exporb x 3
Legend Yo-kai	Holy Exporb x 5
Yellow Yo-kai	Yellow Coin
Blue Yo-kai	Blue Coin
White Yo-kai	Clenzall
Pink Yo-kai	Pink Coin
Black Yo-kai	Purple Coin
Green Yo-kai	Green Coin
Girl Yo-kai	Heavenly Sash
Winged Yo-kai	Speed Talisman x 5
Horned Yo-kai	Brute Bracer
Bug-like Yo-kai	Black Syrup x 10
Bearded Yo-kai	Beefy Bell
Feline Yo-kai	Speed Bell
Canine Yo-kai	Beef Tongue x 5
Sword Yo-kai	Cursed Blade
Tasty Yo-kai	Shrimp Rice Ball x 5

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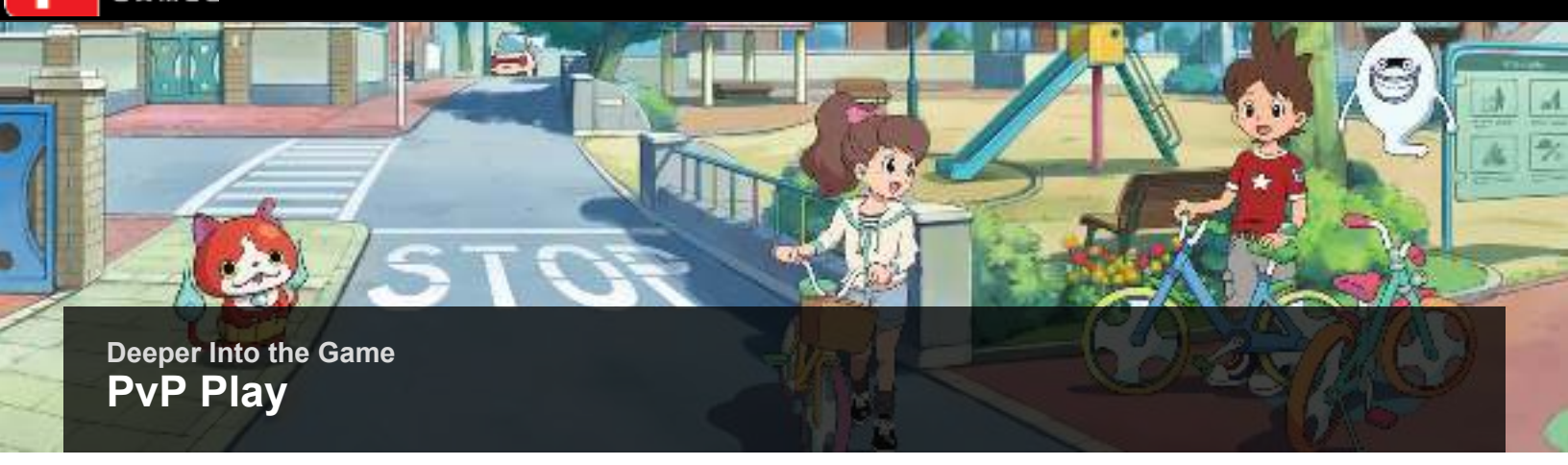

Deeper Into the Game

PvP Play

PvP (player versus player) play lets you to pit a team of six of your Yo-kai allies against another player's Yo-kai squad. These encounters are basically the same as ordinary Yo-kai combat but with a few exceptions. Commit these to memory to avoid getting confused in the heat of battle!

Differences from Normal Play

No Items! Zero Soul! Full HP!

The biggest change from a normal match is that PvP players cannot use food and talisman to buff up or restore their Yo-kai allies. Also, no matter the condition of your Yo-kai prior to battle, they always start a PvP match with full HP and their Soul Meter at zero. These restrictions affect your choice of Yo-kai for a PvP fighting team.

Since you can't use food to replenish HP, you want to include at least one Yo-kai with healing abilities in your team. And because you can't use items to restore soul power, Soultimate Moves aren't available until the battle has progressed a bit. This makes a character like Venoct very valuable—his Venocharge skill charges his Soul Meter faster! The first player with enough soul for Soultimate Moves can gain a distinct advantage.

No Wheel Spin for Three Seconds!

Once you spin the Yo-kai Wheel to change your front line during PvP combat, the wheel cannot be moved again for at least three seconds after it stops. (You see a three-second timer counting down in the middle of the wheel.) This makes the arrangement of your team more important. Avoid getting stuck with a front line with low HP and no healer!

The three-second countdown appears in the middle of your Yo-kai Wheel. You can't spin again until it hits zero.

Choose from up to 29 battle maps. The number of maps available increases as you make your way through the game.

PvP Rank Titles

You can increase your rank more rapidly if you beat opponents ranked higher than you.

Rank	Title
1	Yo-kai Novice
2	Yo-kai Rank 14
3	Yo-kai Rank 13
4	Yo-kai Rank 12
5	Yo-kai Rank 11
6	Yo-kai Rank 10
7	Yo-kai Rank 9
8	Yo-kai Rank 8
9	Yo-kai Rank 7
10	Yo-kai Rank 6
11	Yo-kai Rank 5
12	Yo-kai Rank 4
13	Yo-kai Rank 3
14	Yo-kai Rank 2
15	Yo-kai Rank 1
16	Yo-kai Expert
17	Yo-kai Mentor
18	Yo-kai Teacher
19	Yo-kai Professor
20	Yo-kai Champion
21	Yo-kai Master
22	Yo-kai Superhuman
23	Yo-kai Wizard
24	Yo-kai Ruler
25	Yo-kai Genie
26	Yo-kai Deity

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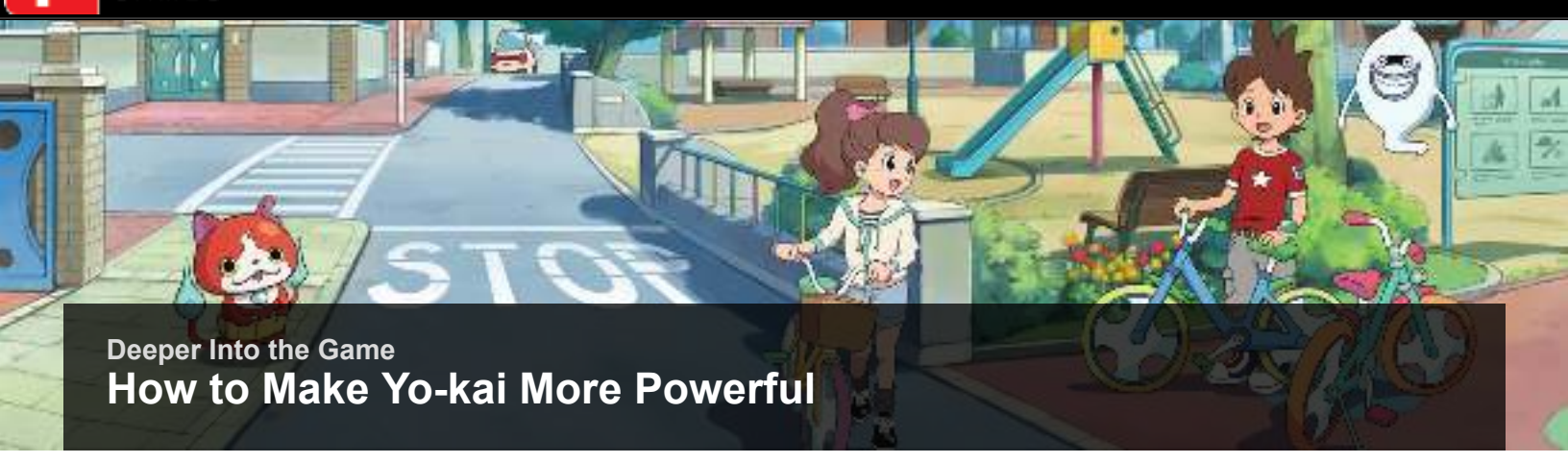

Deeper Into the Game

How to Make Yo-kai More Powerful

Leveling up isn't the only way to improve your Yo-kai. Special items can enhance Yo-kai abilities, sometimes significantly.

Use Books to Match Abilities and Attitude

No matter how many amazing abilities your Yo-kai possesses, it will never reach its true potential until those abilities and its personality (shown in its stats display as ATTD, or Attitude) are in line with one another. Each Yo-kai type and its recommended personality are shown in the table on the right. Use books to change the attitude readout of your Yo-kai as soon as you can.

Choose the personality that has the highest likelihood of unleashing your best attacks!

Yo-kai Type	Best Personality Match	Book to Use
Attack	Rough	Use Karate
Defense	Calm	Guard Gloriously
Technique	Brainy	Skill Encyclopedia
Healing	Tender	Bye, Lil Angel
Sabotage	Cruel	The Perfect Pest
Support	Devoted	Support Special

Dedicated Equipment

Amongst the items available to equip in the game are certain ones that can only be equipped by certain Yo-kai. This "dedicated equipment" tends to have an extraordinarily positive impact on the Yo-kai's stats.

Item	Effect	Item Dedicated to:
Cicada Sword	STR +30, SPD +20	Cadin Line
Beefy Bell	SPR +30	Jibanyan Line
Spell Bell	STR +50	Jibanyan Line
Tough Bell	DEF +50	Jibanyan Line
Speed Bell	SPD +30	Jibanyan Line
Big Bottle	Increases water attack and defense against water	Walkappa Line
Tengu Fan	SPR +100, SPD +100	Tengu, Flengu
Cheery Coat	SPD +50	Wiglin, Steppa, Rhyth
Nail Bat	STR +50, SPD -50	Badude, Bruff
Reversword	STR +30, SPD +30	Rank D or lower
Turnabeads	SPR +30, SPD +50	Rank D or lower
Reflector	DEF +50, SPD +50	Rank D or lower

Note: Robonyan, Goldenyan, Shogunyan, Sapphinyan, Emenyan, Rubinyan, Topanyan, and Dianyan are all part of the Jibanyan Line.

The Tengu Fan is the strongest piece of equipment in the game.

Three pieces of equipment can be equipped only by Yo-kai that are Rank D or lower.

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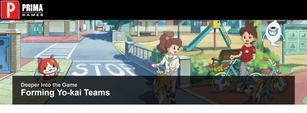
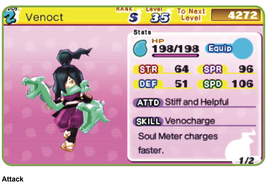


No matter the kind of team you decide to make, pay close attention to how effectively it is able to progress through the increasingly difficult challenges. Choose Yo-kai that fit into the team type.

To create an effective team, you must first figure out how they fight together and their tactics. Once you have this tactical make-up, select the six Yo-kai that fit this scheme. If you simply choose the six strongest Yo-kai, you'll often find that they don't fight well together. One trick to make this process easier is to imagine making two teams of three.



Attack

For an Attack or Technique duel, you want Yo-kai that either hit often or hit hard.

Main Attack Yo-kai
Sheen
Badude
Kyubi
Blazion

Defense

Use Yo-kai with heavy defense to work as a shield, to be the tank, though you do need the enemy to focus their attacks on these shields.

Main Defense Yo-kai
Mad Mountain
Impass
Roboryan
Castelius Max

Inspirit

The last tactic involves inspiriting the enemy and gradually driving them into the corner. This tactic also boosts your allies' abilities.

Main Inspirit Yo-kai
Aworol
Everfure
Insomni
Bloominoko

Use formations to boost your team's power

Placing Yo-kai of the same Tribe next to each other boosts the abilities of the Yo-kai. Attempt to utilize this game element when building a formidable team. For example, use Brave Yo-kai for an attack-oriented team, or Tough Yo-kai for defense.

Formations with lines of three are more effective than those with lines of two. Try to get three Yo-kai on the same line.

Restoring HP is very important

It is also important to figure out a way to recover from the damage your enemies inflict on you. Always try to include a restorative Yo-kai. In times like these, you'll want to have a generous supply of expensive food for your restorative needs.

INVENTORY
Food
Marbled Beef
High-grade Marbled Beef that simply melts in your mouth.
OWNED 1
On Friend Recovers a ton of HP.
On Foe Yo-kai will like you a ton.

If you have a lot of Marbled Beef or high quality Tuna, you'll have little problem restoring HP.

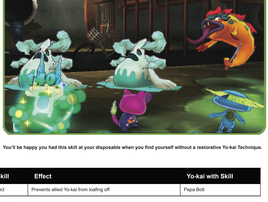
Use your skills effectively

Skills are paramount to the creation of a strong team. A lot of skills boost only the user's stats, but there are also skills that boost those of the entire team. Just having one Yo-kai capable of such skills is enough to push your team's strength to never before seen heights! Master them, and you'll be happy you did!

Here are the skills we recommend for team enhancement!

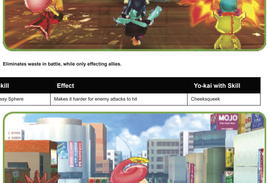
These three skills can be used effectively even if the Yo-kai using them is on the rear line. It definitely doesn't hurt to include them!

Skill	Effect	Yo-kai with Skill
Starver	Doubles restorative effects of items	Hungramps, Hungorge



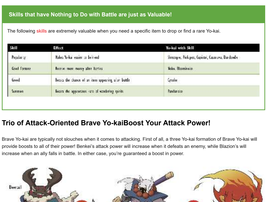
You'll be happy you had this skill at your disposable when you find yourself without a restorative Yo-kai Technique.

Skill	Effect	Yo-kai with Skill
Strict	Prevents allied Yo-kai from loafing off	Papa Bolt



Eliminates waste in battle, while only effecting allies.

Skill	Effect	Yo-kai with Skill
Gassy Sphere	Makes it harder for enemy attacks to hit	Cheekoquent



This skill is valuable to pretty much any team but is especially recommended for defense-o riented teams.

Skills that have Nothing to Do with Battle are just as Valuable!

The following skills are extremely valuable when you need a specific item to drop or find a rare Yo-kai.

Skill	Effect	Yo-kai with Skill
Rookie-o	Makes Yo-kai easier to befriend	Shnuggo, Nefuguy, Gaelon, Guacoma, Bardoodle
Good Fortune	Receive more money after battles	Mako, Moonbucco
Speed	Boosts the chance of an item appearing after battle	Cyrobo
Summon	Boosts the appearance rate of wandering spirits	Pandaccio

Trio of Attack-Oriented Brave Yo-kaiBoost Your Attack Power!

Brave Yo-kai are typically not slouches when it comes to attacking. First of all, a three Yo-kai formation of Brave Yo-kai will provide boosts to all of their power! Berikez's attack power will increase when it defeats an enemy, while Blazion's will increase when an ally falls in battle. In either case, you're guaranteed a boost in power.

Defense & Inspirit TrioMad Mountain will Protect You!

Use Cupistol's Popularize on a Yo-kai with a lot of defense like Mad Mountain to nullify enemy attacks! Tattlecast and Cupistol can also use restorative Yo-kai Techniques. That means that they can quickly restore any of the HP Mad Mountain loses to enemy attacks! Use the Ultra Sumo Stomp Soulmate move to boost defenses even further.

Skillful TrioAlpha and Omega Trick!

Combining Komasan and its Alpha skill with Komajiro and its Omega skill will greatly boost both of their abilities! On top of that, you can invoke the speed-boosting Charming formation to attack at a furious pace!

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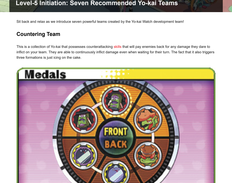


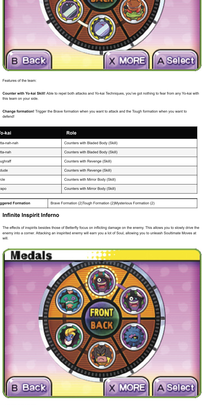
Deeper Into the Game

Level-5 Initiation: Seven Recommended Yo-kai Teams

Sit back and relax as we introduce seven powerful teams created by the Yo-kai Watch development team!

Countering Team

This is a collection of Yo-kai that possesses counterattacking skills that will pay enemies back for any damage they dare to inflict on your party. This team is also chock-a-block with continuously effective damage even when waiting for their turn. The fact that it also triggers three formations is just icing on the cake.



Features of the team:

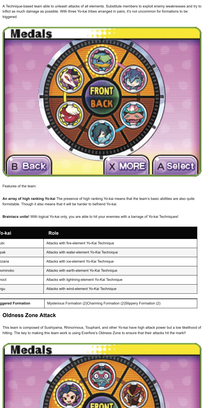
Counter with Yo-kai Skill! Able to repel both attacks and Yo-kai Techniques, you've got nothing to fear from any Yo-kai with this team on your side.

Change formation! Trigger the Brave formation when you want to attack and the Tough formation when you want to defend!

Yo-kai	Role
Cuba-nah-nah	Counters with Blasted Body (Skill)
Cuba-nah	Counters with Blasted Body (Skill)
Roughruff	Counters with Revenge (Skill)
Bedude	Counters with Revenge (Skill)
Mircle	Counters with Mirror Body (Skill)
Mirapo	Counters with Mirror Body (Skill)
Triggered Formation	Brave Formation (2)Tough Formation (2)Mysterious Formation (2)

Infinite Inspirit Inferno

The effects of inspirits besides those of Butterfly focus on inflicting damage on the enemy. This allows you to slowly drive the enemy into a corner. Attacking an inspirited enemy will earn you a lot of Soul, allowing you to unleash Soulmate Moves at will.



Features of the team:

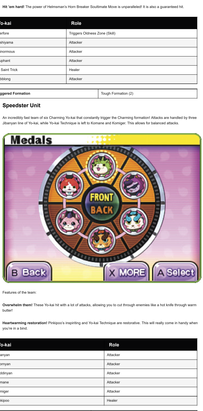
Payo's powerful attack! Payo is the Yo-kai with the most powerful Soulmate Moves. Fire them off to inflict heavy damage!

Also perfect for support! Butterfly's inspirit boosts an ally's abilities. It can also restore HP!

Yo-kai	Role
Payo	Fixed Inspirit Damage
Lanaidan	Fixed Inspirit Damage
Comjurorer	Fixed Inspirit Damage
Hunchin	Fixed Inspirit Damage
Lesbalisun	Fixed Inspirit Damage
Butterfly	Inspirit Boost to Allies
Triggered Formation	Eerie (3)

All Elemental Unit

A Technique-based team able to unleash attacks of all elements. Substitute members to exploit enemy weaknesses and try to inflict as much damage as possible. With three Yo-kai bikes arranged in pairs, it's not uncommon for formations to be triggered.



Features of the team:

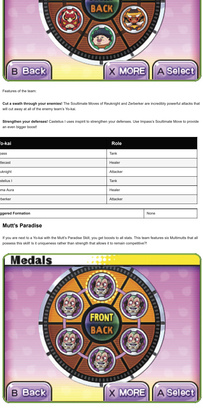
An array of high ranking Yo-kai The presence of high ranking Yo-kai means that the team's basic abilities are also quite formidable. Though it also means that it will be harder to befriend Yo-kai.

Brainiacs unite! With logical Yo-kai only, you are able to hit your enemies with a barrage of Yo-kai Techniques!

Yo-kai	Role
Kyubi	Attacks with fire-element Yo-Kai Technique
Aquak	Attacks with water-element Yo-Kai Technique
Blizzaria	Attacks with ice-element Yo-Kai Technique
Bloominoka	Attacks with earth-element Yo-Kai Technique
Hexecut	Attacks with lightning-element Yo-Kai Technique
Tengu	Attacks with wind-element Yo-Kai Technique
Triggered Formation	Mysterious Formation (2)Charming Formation (2)Slippery Formation (2)

Oldness Zone Attack

This team is composed of Sushiqueria, Rhinomous, Toughant, and other Yo-kai have high attack power but a low likelihood of hitting. The key to making this team work is using Everlee's Oldness Zone to ensure that their attacks hit the mark!



Features of the team:

Direct confrontation! The effect of Oldness Zone also allows enemy attacks to hit their mark. Beware of the damage they'll inflict.

Hit 'em hard! The power of Hehmaron's Horn Breaker Soulmate Move is unparalleled! It is also it guaranteed hit.

Yo-kai	Role
Everlee	Triggers Oldness Zone (Skill)
Sushiqueria	Attacker
Rhinomous	Attacker
Toughant	Attacker
Ol' Saint Trick	Healer
Babbleng	Attacker
Triggered Formation	Tough Formation (2)

Speedster Unit

A incredibly fast team of six Charming Yo-kai that constantly trigger the Charming formation! Attacks are handled by three attempt-line of Yo-kai, while Yo-kai Technique is left to Komane and Konniger. This allows for balanced attacks.

Features of the team:

Overwhelm them! Those Yo-kai hit with a lot of attacks, allowing you to cut through enemies like a hot knife through warm butter!

Heartwarming restoration! Pinkipoo's inspirting and Yo-kai Technique are restorative. This will really come in handy when you're in a bind.

Yo-kai	Role
Shunyare	Attacker
Thornyen	Attacker
Baddinyan	Attacker
Komane	Attacker
Konniger	Attacker
Pinkipoo	Healer
Triggered Formation	Charming Formation (3)

Attack, Defense, and Restoration Teams

Attackers, tanks, and healers deployed opposite of one another. This all-purpose team is balanced enough to respond to any obstacle in its way! If a Yo-kai finds itself in trouble, you can spin the circle and restore their HP.

Features of the team:

Cut a swath through your enemies! The Soulmate Moves of Rockright and Zerberker are incredibly powerful attacks that will cut away at all of the enemy team's Yo-kai.

Strengthen your defenses! Cawbotus 1 uses insprit to strengthen your defenses. Use Inspara's Soulmate Move to provide an even bigger boost!

Yo-kai	Role
Hoverr	Tank
Tattlesail	Healer
Rockright	Attacker
Cawbotus 1	Tank
Mama Aura	Healer
Zerberker	Attacker
Triggered Formation	None

Mutt's Paradise

If you are next to a Yo-kai with the Mutt's Paradise Skill, you get boosts to all stats. This team features six Multimutts that all possess this skill! Is it uniqueness rather than strength that allows it to remain competitive?!

Features of the team:

Just plain Eerie! Always triggers an Eerie formation. The Confusion inspirit has a high rate of success!

Unleash a flurry of attacks! This team is very powerful in terms of attack, Yo-kai Techniques, and Soulmate Moves. Attack relentlessly until victory is yours!

Yo-kai	Role
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Triggered Formation	Eerie Formation (3)

Try to think up a powerful team on your own!!

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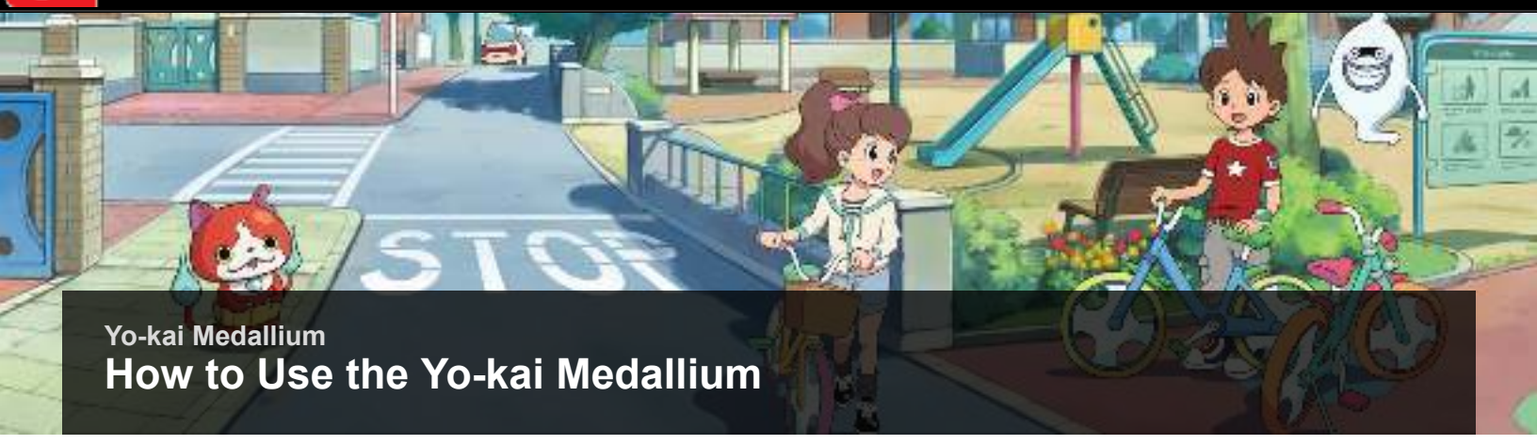

Yo-kai Medallium

How to Use the Yo-kai Medallium

Growth Speed
There are six different grades of Yo-kai growth: Super Fast, Fast, Normal, Slow, Super Slow, and Ultra Slow.

Evolution
Indicates whether or not a Yo-kai can evolve. Those that can have an **O** mark, and those that can't have an **X** mark.

Type
This indicates which actions a Yo-kai is likely to take in battle.

Favorite Food
Type of food that the Yo-kai likes to eat during battles. This makes the Yo-kai easier to befriend after it is defeated.

Resistance
The Yo-kai's resistance to being Inspirited in battle. Graded on five levels, from A to E. (E indicates the most easily Inspirited.)

Special Acquisition
Some Yo-kai can be acquired in special ways—for example, as a result of the story progression, or via evolutionary fusion or use of the Crank-a-kai.

Location
The primary places where this Yo-kai appears in the game. (W) is a Watch Map appearance, (E) is a normal encounter, and (S) means it's a Yo-kai Spot appearance.

Easiness to Befriend
The more stars, the easier it is to befriend the Yo-kai after you defeat it. Zero stars means the Yo-kai cannot be befriended after battle.

Medallium Entry Number

Tribe

Name

Rank

Yo-Kai Picture

Quick Bio

Basic Ability
This table grades the Yo-kai's five basic stats on a scale from A to E (where A is best).

- **HP is Hit Points**
- **STR is Attack strength**
- **SPR is Spirit strength**
- **DEF is Defense power**
- **SPD is Speed**

Battle Actions
The different actions the Yo-kai can take in battle are listed here. The numbers at far right indicate the action's strength, graded from 1 to 4 (4 is the strongest). Icons indicate any elements that infuse specific Soultimate Moves and Techniques.

Reward
This lists the two items that the Yo-kai may drop when defeated. Note that the second item listed has a far less chance of dropping.

Elemental Effects
This indicates how much the Yo-kai is affected by each of the six elements.

- **◎ indicates considerable effect**
- **○ means higher than normal effect**
- **– means normal effect**
- **△ means less than normal effect**
- **▲ means almost no effect**

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This page contains a list of all available Tri-Kai characters in the game. You can use this data by Scratch name & Title affiliation. Click on the name of the title (second column) to visit the Wikidition entry for the particular Tri-kai within the Wikidition universe.

Tri-Kai Characters (Complete)

Tri-Kai Name	Title
Abaddadot	Pinky Title
Apex	Basic Title
Ark	Green Title
Alhadi	Basic Title
Alkus	Numerous Title
Alkel	Heavy Title
Azyrah	Charming Title
Ammmon	Tough Title
Aurelie Heart	Basic Title
Averil	Heavy Title
A sure Dragon	Happy Title
BIS-MK1	Basic Title
Bubbleng	Heavy Title
Buddleyan	Charming Title
Bodude	Tough Title
Bolz	Charming Title
Boonesse	Slayers Title
Bestiebold	Dusty Title
Bestall	Basic Title
Bestler	Basic Title
Bellse	Basic Title
Benkei	Basic Title
Butterfly	Vanilla Title
Blandon	Dusty Title
Blaziion	Basic Title
Bilyo	Numerous Title
Blizzorio	Charming Title
Bloomimoko	Slayers Title
Blorchuk	Tough Title
Bruff	Tough Title
Bobo	Basic Title
Cadaldiz	Charming Title
Cadin	Charming Title
Casanova	Numerous Title
Cassnova	Numerous Title
Castellos I	Tough Title
Castellos II	Tough Title
Castellos III	Tough Title
Castellos Mex	Tough Title
Chamzie	Basic Title
Chatelle	Cute Title
Chaotixpunk	Cute Title
Chilhouhou	Charming Title
Chipye	Vanilla Title
Chiyster	Basic Title
Chummer	Slayers Title
Clyve	Basic Title
Compunzer	Basic Title
Confuze	Slayers Title
Contrecoil	Dusty Title
Copperlord	Basic Title
Corytale	Basic Title
Coughlaff	Cute Title
Count Cavity	Dusty Title
Cowsage	Heavy Title
Cramcha	Basic Title
Cupistol	Numerous Title
Cutie-nah	Basic Title
Cutie-nah-nah	Basic Title
Cuttlecharz	Basic Title
Cyaake	Heavy Title
D'wanna	Numerous Title
Dalz	Heavy Title
Damnno	Charming Title
Dandecalo	Legend Artist
Dannielle	Tough Title
Dazzabul	Charming Title
Dizzyen	Legend Artist
Dimmy	Pinky Title
Dimmerale	Basic Title
Dr. Nordilinn	Basic Title
Dr. Nopal	Basic Artist
Dragyk	Basic Title
Dragon Lord	Heavy Title
Drizzle	Basic Title
Drump	Tough Title
Drapletts	Basic Title
Dubbles	Vanilla Title
Duchss	Numerous Title
Dullusso	Tough Title
Dummkopf	Numerous Title
Dawrbeal	Basic Artist
Elder Bloom	Legend Artist
Elliss	Numerous Title
Emeryzon	Legend Artist
Emffy	Vanilla Title
Emoffy	Vanilla Title
Enyy	Numerous Title
Etenne	Cute Title
Evenfare	Basic Artist
Eyedro	Basic Artist
Fishyshoot	Tough Title
Fishyicicle	Heavy Title
Flurgo	Numerous Title
Flumpy	Cute Title
Frostall	Numerous Title
Frostlou	Charming Title
Gargoros	Basic Artist
Gligaros	Legend Artist
Clenn	Basic Title
Goldenyan	Tough Title
Gonono	Charming Title
Grolgop	Heavy Title
Grossel	Dusty Title
Grubcritch	Basic Title
Grumpies	Basic Title
Gush	Cute Title
Happiere	Vanilla Title
Hehehoo!	Heavy Title
Hellonnon	Basic Title
Hidebot	Pinky Title
Hoggles	Basic Artist
Hornphanty	Vanilla Title
Hungorge	Vanilla Title
Hurrumps	Basic Artist
Hunkin	Vanilla Title
Ibus	Numerous Title
Impss	Charming Title
Infear	Numerous Title
Insomni	Cute Title
Jhonyan	Charming Title
Kapuuki	Basic Artist
Kamajin	Charming Title
Komono	Charming Title
Komoon	Charming Title
Komohare	Legend Artist
Kamiger	Charming Title
Kyabi	Numerous Title
Lafiatio	Numerous Title
Lamedino	Cute Title
Lava Lord	Basic Title
Leadoni	Pinky Title
Ledbellson	Tough Title
Lodz	Basic Title
Mad Mountain	Basic Title
Mamo Aaro	Vanilla Title
Manfrost	Basic Artist
Mazzifino	Basic Artist
McKrokus	Basic Artist
McKrokus (2nd Form)	Basic Artist
Mmechi	Basic Title
Mmpa	Numerous Title
Mmle	Numerous Title
Mochiimo	Basic Title
Mookeril	Green Title
Multimatti	Cute Title
Myiolm	Basic Artist
M'moore	Numerous Title
Mogather	Cute Title
Mogeon	Pinky Title
Mogethhuzz	Basic Artist
Nelgifatiss	Basic Title
Nind	Pinky Title
Neke	Happy Title
Nenny	Tough Title
Nui	Dusty Title
Ogoiuo	Basic Artist
Ol' Fatime	Vanilla Title
Ol' Saint Trick	Vanilla Title
Oncoooo	Basic Artist
Pandoooko	Basic Title
Penelle	Basic Title
Pepe Bolt	Vanilla Title
Peye	Dusty Title
Perkyorkat	Cute Title
Peppillon	Vanilla Title
Phantasmanni	Basic Artist
Phaiipns	Charming Title
Peekhrii	Charming Title
Popsicle	Charming Title
R'vil	Numerous Title
Quakes	Basic Title
Rogeon	Happy Title
Rattelle	Charming Title
Reekhight	Basic Title
Reroose	Vanilla Title
Reverserelle	Vanilla Title
Rhinoggle	Tough Title
Rhinoroses	Tough Title
Rhyth	Vanilla Title
Robocyan	Tough Title
Rockabelly	Dusty Title
Rollen	Vanilla Title
Roughruff	Tough Title
Rubicyan	Legend Artist
Sasai	Cute Title
Sayphiyan	Legend Artist
Scithby	Dusty Title
Shadow Yanuzi	Happy Title
Shaun	Basic Title
Shmoopie	Charming Title
Shogoryan	Legend Artist
Shrook	Dusty Title
Signikke	Numerous Title
Signilon	Numerous Title
Slaganda	Charming Title
Sir Baron	Cute Title
Slro	Basic Title
Skatebelle	Charming Title
Skinney	Numerous Title
Skrook	Cute Title
Slash-dash	Basic Artist
Slimemonster	Basic Artist
Slithserf	Happy Title
Slush	Cute Title
Snattle	Basic Title
Snoo	Basic Title
Snotsalong	Numerous Title
Spaap	Happy Title
Spookhook	Basic Artist
Sprolak	Basic Artist
Squicker	Basic Artist
Stalking	Numerous Title
Stappe	Vanilla Title
Star Ish_ YI	Basic Artist
Saayo	Charming Title
Sashiyoma	Basic Title
Sashiyan	Basic Artist
SY Snoopygrog	Basic Artist
Swallowler	Charming Title
Swob	Tough Title
Tambo	Basic Title
Tandot	Basic Title
Tanantular	Basic Artist
Tattlecoat	Numerous Title
Tattlebelt	Numerous Title
Tenghoon	Dusty Title
Tengo	Numerous Title
Thompso	Charming Title
Thaiderll	Dusty Title
Tsaoayan	Legend Artist
Toephoot	Tough Title
Tweetic	Heavy Title
Uncle Isthsto	Vanilla Title
Undy	Basic Title
Unnoonde	Heavy Title
Vanoot	Heavy Title
Walkoppo	Charming Title
Wattle	Tough Title
Wantston	Vanilla Title
Wazzat	Numerous Title
Whapi	Charming Title
Wigin	Vanilla Title
Wobblecrab	Basic Artist
Zerberker	Basic Title

The Big Adventure
Brave Tribe

001: Pandle

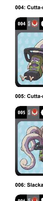
001 | U **Pandle** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame Lv. 1 — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Pandle is a little fire cub who loves to play. He has a big appetite, and he's always hungry. He's also very brave, and he's always ready to help his friends. He's a little bit shy around strangers, but he's very friendly once you get to know him.

002: Undy



002 | U **Undy** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun Lv. 1 — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Undy is a water type Pokémon that is known for its love of water. It is a small, blue creature with a round body and a long, curved tail. Undy is also known for its ability to learn new moves by watching other Pokémon. It can learn a wide variety of moves, including water-based attacks, defensive moves, and even some moves that can heal itself.

003: Tanbo

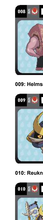
003 | U **Tanbo** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Stone Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Tanbo is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Tanbo is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Tanbo is also very curious and likes to explore its surroundings.

004: Cutta-nah



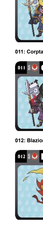
004 | U **Cutta-nah** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Claw Attack — Deals 1 claw damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Claw Slash — Deals 10 claw damage to the enemy.

Cutta-nah is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Cutta-nah is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Cutta-nah is also very curious and likes to explore its surroundings.

005: Cutta-nah-nah



005 | U **Cutta-nah-nah** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Claw Attack — Deals 1 claw damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Claw Slash — Deals 10 claw damage to the enemy.

Cutta-nah-nah is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Cutta-nah-nah is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Cutta-nah-nah is also very curious and likes to explore its surroundings.

006: Slacka-slash

006 | U **Slacka-slash** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Claw Attack — Deals 1 claw damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Claw Slash — Deals 10 claw damage to the enemy.

Slacka-slash is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Slacka-slash is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Slacka-slash is also very curious and likes to explore its surroundings.

007: Mochismo

007 | U **Mochismo** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Mochismo is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Mochismo is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Mochismo is also very curious and likes to explore its surroundings.

008: Minochi

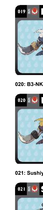
008 | U **Minochi** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Minochi is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Minochi is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Minochi is also very curious and likes to explore its surroundings.

009: Helmsman



009 | U **Helmsman** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Helmsman is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Helmsman is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Helmsman is also very curious and likes to explore its surroundings.

010: Reuknight

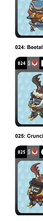
010 | U **Reuknight** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Reuknight is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Reuknight is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Reuknight is also very curious and likes to explore its surroundings.

011: Corptain



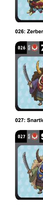
011 | U **Corptain** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Corptain is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Corptain is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Corptain is also very curious and likes to explore its surroundings.

012: Blazion



012 | U **Blazion** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Blazion is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Blazion is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Blazion is also very curious and likes to explore its surroundings.

013: Quaken

013 | U **Quaken** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Quaken is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Quaken is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Quaken is also very curious and likes to explore its surroundings.

014: Siro

014 | U **Siro** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Siro is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Siro is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Siro is also very curious and likes to explore its surroundings.

015: Chansin

015 | U **Chansin** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Chansin is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Chansin is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Chansin is also very curious and likes to explore its surroundings.

016: Sheen

016 | U **Sheen** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Sheen is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Sheen is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Sheen is also very curious and likes to explore its surroundings.

017: Snee

017 | U **Snee** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Snee is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Snee is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Snee is also very curious and likes to explore its surroundings.

018: Gleam

018 | U **Gleam** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Gleam is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Gleam is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Gleam is also very curious and likes to explore its surroundings.

019: Benkei

019 | U **Benkei** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Benkei is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Benkei is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Benkei is also very curious and likes to explore its surroundings.

020: B3-NK1

020 | U **B3-NK1** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

B3-NK1 is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. B3-NK1 is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. B3-NK1 is also very curious and likes to explore its surroundings.

021: Sushiyama

021 | U **Sushiyama** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Sushiyama is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Sushiyama is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Sushiyama is also very curious and likes to explore its surroundings.

022: Kapunki

022 | U **Kapunki** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Kapunki is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Kapunki is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Kapunki is also very curious and likes to explore its surroundings.

023: Beetler

023 | U **Beetler** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Beetler is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Beetler is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Beetler is also very curious and likes to explore its surroundings.

024: Beetail

024 | U **Beetail** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Beetail is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Beetail is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Beetail is also very curious and likes to explore its surroundings.

025: Cruncha

025 | U **Cruncha** — Common — Fire — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Flame — Deals 1 fire damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Fire Ball — Deals 10 fire damage to the enemy.

Cruncha is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Cruncha is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Cruncha is also very curious and likes to explore its surroundings.

026: Zerberker

026 | U **Zerberker** — Common — Earth — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Rock Throw — Deals 1 rock damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Rock Slide — Deals 10 rock damage to the enemy.

Zerberker is a small, brown creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Zerberker is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Zerberker is also very curious and likes to explore its surroundings.

027: Snartle

027 | U **Snartle** — Common — Water — Beast — Unlocked

HP	40
ATK	10
DEF	10
SPD	10
Lucky No.	3
Weight	0.8 kg
Height	0.4 m
Type	Beast

Skill: Mini Water Gun — Deals 1 water damage to the enemy.
Skill: Lucky Roll Lv. 1 — Lucky No. 3
Ultimate: Water Ball — Deals 10 water damage to the enemy.

Snartle is a small, blue creature with a round body and a long, curved tail. It has a pair of small, black eyes and a small, black nose. Snartle is a very friendly and playful creature. It loves to play with other creatures and is always looking for new friends to play with. Snartle is also very curious and likes to explore its surroundings.

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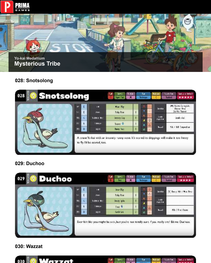
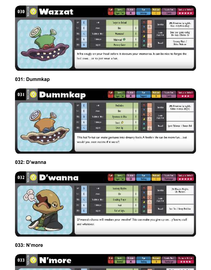


Trivia Battalion
Mysterious Tribe

028: Snotsolong


028
Snotsolong
Water Ray
Ice Aura
Freeze Jabs
Ice Wave
Ice Blast
Ice Shield
Ice Spear
Ice Storm
Ice Beam
Ice Sword
Ice Slash
Ice Blade
Ice Lance
Ice Cannon
Ice Rifle
Ice Gun
Ice Bow
Ice Arrow
Ice Bomb
Ice Grenade
Ice Missile
Ice Rocket
Ice Mine
Ice Trap
Ice Net
Ice Chain
Ice Whip
Ice Hook
Ice Claw
Ice Fist
Ice Kick
Ice Punch
Ice Headbutt
Ice Tail
Ice Wing
Ice Horn
Ice Tusk
Ice Fang
Ice Claw

057: Dulluma

058: Darumacho

059: Goruma

060: Noway

061: Impass

062: Walldin

063: Armsman

064: Fidgephant

065: Touphant

066: Blowkade

067: Ledballoon

068: Mad Mountain

069: Lava Lord

070: Roughraff

071: Badude

072: Bruff

073: Rhinoggin

074: Rhinormous

075: Hornaplenty

076: Castelius III

077: Castelius II

078: Castelius I

079: Castelius Max

080: Robonyan

081: Goldenyan

082: Dromp

083: Swosh

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Pt 04: Wonderous
Charming Tribe

064: Dazzabel

065: Rattelle

066: Skelebella

067: Cadin

068: Cadable

069: Singcada

070: Pupsicle

071: Chilhuahua

072: Switterrier

073: Jibanyan

074: Thornyan

075: Baddinyan

076: Walkappa

077: Appak

078: Supyo

079: Komasan

080: Komane

081: Komajiro

082: Komiger

083: Baku

084: Whapir

085: Shmoopie

086: Pinkipoo

087: Pookivil

088: Frostina

089: Blizzaria

090: Damona

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Tic-tac-Mutation
Heartful Tribe

111: Wiglin

112: Steppa

113: Rhyth

114: Wantston

115: Grubsnitch

116: Hungramps

117: Hungorge

118: Grainpa

119: Lodo

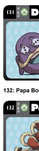
120: Chippa

121: Enerfly

122: Enefly

123: Betterfly

124: Peppillon



125: Happierre

126: Reversa

127: Reversette

128: Ol' Saint Trick

129: Ol' Fortune

130: Rollen

131: Dubbles

132: Papa Bolt

133: Uncle Infinite

134: Mama Aura

135: Auntie Heart

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136: Leadoni

136
Leadoni
Rank
Lv
Lv Max
Exp
Next Lv Exp
Type
Weakness
Resist
Null
Class
Rare
Skill
Soultimate
Soul Lv Max
Soul Lv Max
Soul Lv Max

162: Coughkoff

163: Hurchin

164: Peckpocket

165: Rockabelly

166: Buhu

167: Flumpy

168: Skreek

169: Manjimutt

170: Multimutt

171: Sir Berus

172: Droplette

173: Drizzle

174: Slush

175: Alhail

176: Gush

177: Chatalie

178: Nagatha

179: Dismarelda

180: Cheeksqueek

181: Cuttincheez

182: Compunzer

183: Lamedian

184: Grumples

185: Everfore

186: Eterna

187: Insomni

188: Sandi

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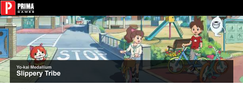

Tri-Kai Mutation
Slippery Tribe

189: Noko

190: Bloominoko

191: Pandanoko

192: Heheheel

193: Croonger

194: Urnaconda

195: Fishpicable

196: Rageon

197: Tunatic

198: Draggie

199: Dragon Lord

200: Azure Dragon

201: Daiz

202: Confuze

203: Chummer

204: Shrook

205: Spenp

206: Almi

207: Babblong

208: Bananose

209: Copperred

210: Cynake

211: Slitheref

212: Venoct

213: Shadow Venoct

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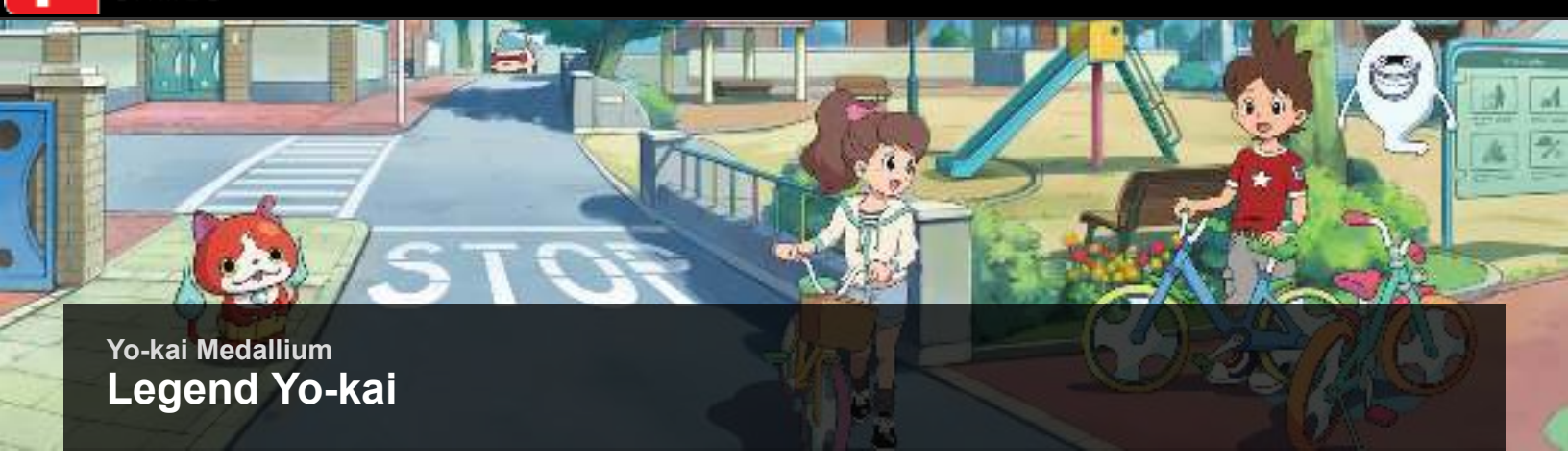


Yo-kai Medallium
Legend Yo-kai

214: Shogunyan

214
Shogunyan
Legend!
Jibanyan turned into a legendary warrior. He just loves skipjack tuna and carries it around in his armor.

215: Komashura

216: Dandoodle

217: Elder Bloom

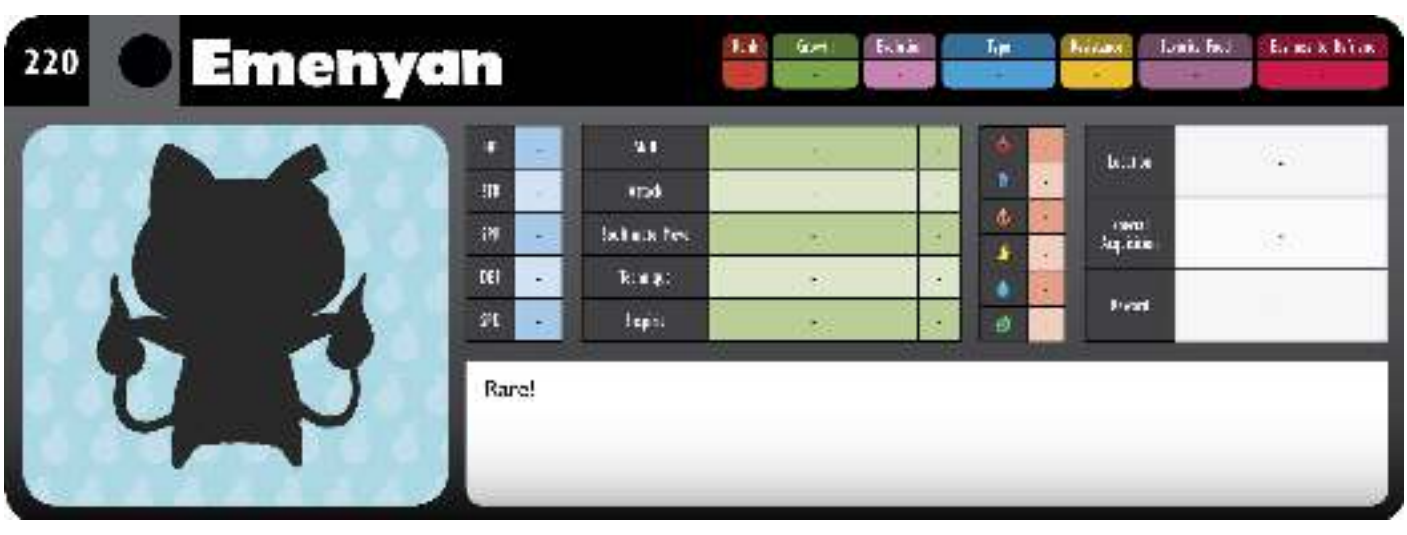
217
Elder Bloom
Legend!
This legendary Hungramps supposedly once filled a city with spirit-invigorating cherry blossoms.

218: Gilgaros

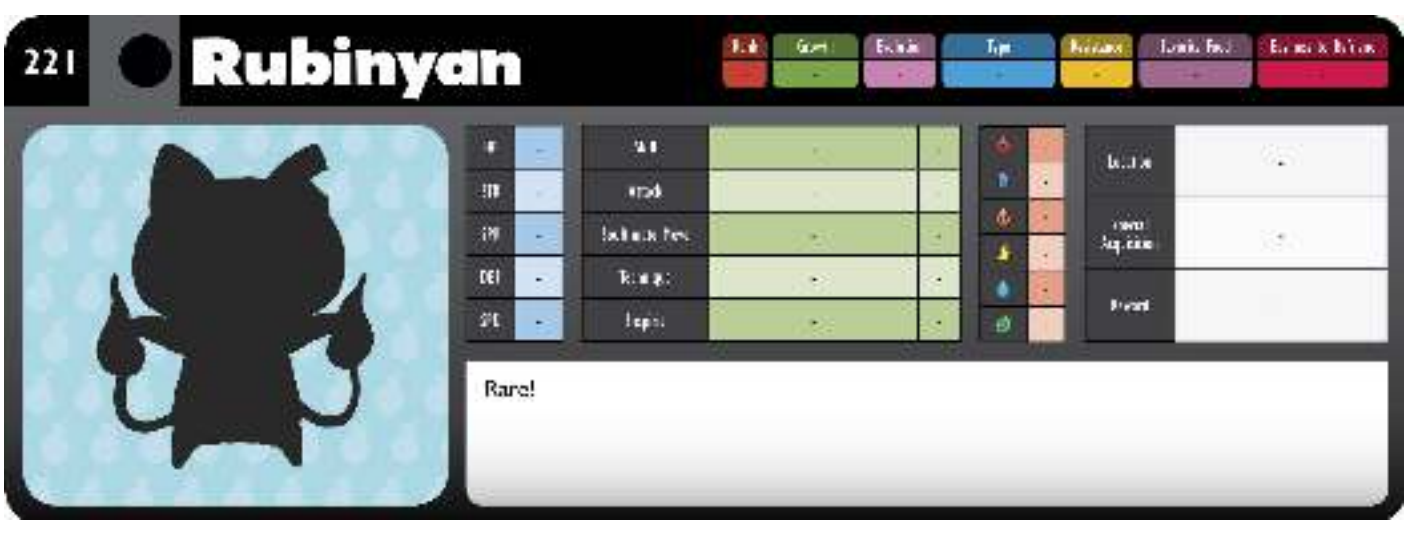
218
Gilgaros
Legend!
The strongest Oni ever born. His power is so great that it needs no explanation.
None. At all. Even this is too much...

219: Sapphinyan

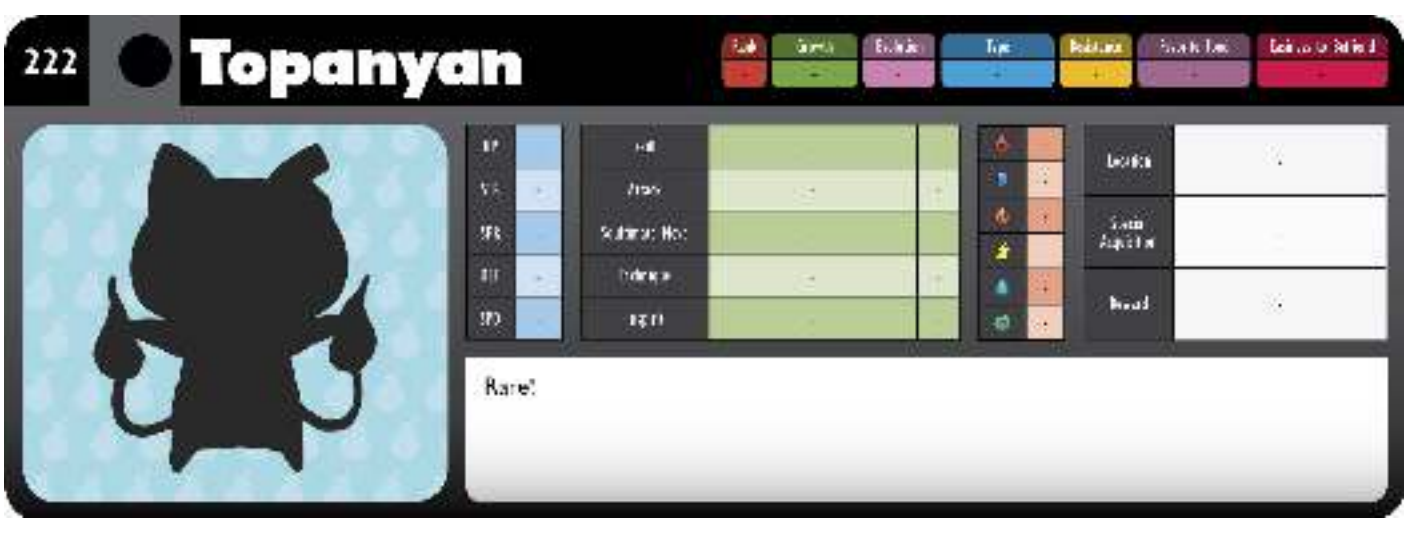
220: Emenyan



221: Rubinyan



222: Topanyan



223: Dianyan

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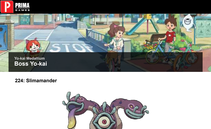

224: Slimamander

A huge, snakelike Yo-kai with three big mouthed heads and skin thicker than an elephant's. Aim for the eye in its mouth!

225: Sproink

This middle-aged Yo-kai loves hot baths and even sneaks into hot springs after hours. He turns red and snorts fire from his nose and he's been soaking too long.

226: SV Snaggerjag

The guardian spirit of Catfish Pond, he gets mad if he sees anyone mistreating it. The fish respect his manly personality and will do whatever he asks.

227: Massiface

If a giant, man-shaped shadow falls over you on a hazy night, DO NOT turn around. Just wait for him to leave. Those who turn around disappear and fade from memory...

228: Phantasmurai

This eerie suit of armor wanders the museum every night. Or at least that's what a little mouse wants you to think.

229: Tarantutor

A svelte Yo-kai that hires at school and looks for prime opportunities to eat students. It's so shy it comes out only at night.

230: Dr. Maddiman

This madman used to perform experiments on humans at his hospital. Now, as a Yo-kai, he continues his search for new test subjects.

231: McKraken

The leader of the group trying to take over the Yo-kai world. He can absorb energy through the holes in his hands. His full name is Squidstrike McKraken.

232: McKraken (2nd Form)

McKraken absorbed the aura that pervaded Springdale and gained monstrous power. He can control the elements and cause mighty cataclysms.

233: Duwheel

The timid, cheery side of Duwheel is always smiling. Don't cross him, or he head will flip upside down and turn an angry shade of red!

234: Chirpster

If you hear music coming from an old, abandoned mansion, this Yo-kai is likely partying there. If you stumble in, you may be dancing 'til dawn!

235: Eyedra

A huge watermelon Yo-kai that lives in the inferno. Those who fall under its red-pupil gaze cower in fear before being swallowed whole.

236: Hoggles

He was once a tiny pig Yo-kai, but when he drank some broth he made by boiling other Yo-kai... he got huge!

237: Styx Mk. VI

Styx Mk. VI fishes souls out of the River Styx. No sinner escapes his net. On good fishing days, he sings sea shanties that resound through the inferno.

238: Clipso

This massive being returns to Earth on cloud-covered nights to take away kids who like to stay up all night. Goodnight!

239: Dr. Nogut

A mad doctor Yo-kai who wants to create an ideal Yo-kai by combining humans who fell into the inferno with other Yo-kai. He even used his own guts in one experiment.

240: Spookiunk

This armor once belonged to a strong warrior. It now gathers vassals in the inferno and waits to return to battle someday.

241: Squisker

Sent to the inferno after falling victim to one of his distant relative's schemes, this former politician is filled with a blind rage.

242: Wobblewok

Many Yo-kai fought and died to keep this terrifying beast sealed in a large cauldron in the inferno. Some still dare not utter the name Wobblewok aloud.

243: Gargaros

A giant red Oni that appears in children's nightmares. Some say it's the essence of childhood fears given full form. If you triumph over this nightmare, you will grow up a person.

244: Ogrulus

Ogrulus is said to appear in the dreams of lying children to scare them back to honesty. Liars cannot escape from Ogrulus or their nightmares.

245: Orcanos

Orcanos appears in the nightmares of lazy children and spanks them with its iron bat. The pain usually jolts them awake. So... did you do all of your homework?

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Every N-star skill is listed in the following table along with full details of the ability and who uses them. Gather a bunch of the same N-star to stack the effects of a certain skill!

Skill	Detailed Effect	Effect Target	Activation Condition	Used By
Alpha	Yields a spirit stat boost when next to a Yo-kai with the Omega Skill. Cannot be stacked.	Self	-	Komane, Komaner
Omega	Yields a strength stat boost when next to a Yo-kai with the Alpha Skill. Cannot be stacked.	Self	-	Komajiro, Komager
Intimidation	All enemies will be in a daze stop trailing around. The Tsu Khan skill takes priority over this skill. Cannot be stacked. Intimidation takes precedence over Soothing Rhythm.	All	-	Beetlebrawl, Beetall, Crunchix, Uncle Infinite
Light Speed	High chance to land critical attacks.	Self	Front Line	Gleam, Sheen
Suspicion	You sometimes attack all ally at random with a Technique. Same effect as Tattletale.	Self	Front Line	Contrarium, Suspicion, Tantaco
Oblivious Zone	All Yo-kai involving the player's Yo-kai Watch are knocked for the next 3 turns and gets preoccurance over Wavy Body, Dodge, and Perspicacious.	All	-	Eterna, Everfore, Grumpkas
Prayer	Yo-kai next to you recover 2% of their HP. This skill is not affected by Items and is recovered for the front 6 turns. Prayer will not work if there is a Yo-kai with an Evil Eye skill in the Center and Opinion Power.	Adjacent Allies	-	Auntie Heart, Mama Aura
Caring	Yo-kai next to you recover 2% of their max HP. This skill is not affected by Items and is recovered for the front 6 turns. Caring will not work if there is a Yo-kai with an Evil Eye skill in the Center. Same effect as Prayer and Optimism Power.	Adjacent Allies	-	Elder Bloom, Happiness, Of Saint Caring, Yo-kai Yellowcat, Tattlecoat
Greedy Sphere	Lowers enemy attack accuracy. Can be stacked.	Front Line Enemies	-	Cheekasquint
Hanging In	Won't get bad effects of enemy magnets.	Self	-	Blips Compounder, Calculator, Tasty Influx, Tattle Tattler, Tattletale, Tattletale, Refresh, Tattletale
Henchange	Makes it easier for the Soultimate Move gauge to charge. Every time you finish an action, you receive 10 Soultimate energy.	Self	-	Venoct
Secrecy	Casts an ingest on a Yo-kai (self or ally) that makes them target them less often.	Allies	-	Blandon, Dimmy, Nut, Shadow Venoct
Guard Break	Allows you to break the enemy's guard and do more damage to them. Cannot be stacked. Cannot be used in boss battles.	Self	Front Line	Horrapants, Horrapon, Horrapon Supreme, Sushiyama
Shining Spirit	When an ally who's also in the front line is hit by an attack, you will also receive a hit instead of the ally. Can be stacked with up to 3 skills. Same effects as KO'ed at the same time Skill, Guardian Spirit and Blazing Fighting Spirit.	Self	Front Line	Sinx
Wind Play	Your wind-elemental attacks and Soultimate Moves do more damage. Can be stacked with the Wind Sting skill.	Self	Front Line	Buhu, Flumpy, Tengu
Windshield	Decreases damage from wind-elemental attacks by 75%.	Self	Front Line	Lawdon, Myximo, Vapion
Dodge	Fully protects you from the damage and effects of normal Soultimate Moves.	Self	Front Line	Confuzio, Doci
Sword Hunting	When you KO an enemy, you get a strength and spirit boost for the next 5 turns. Same effect as the Adventure skill.	Self	Front Line	B3-MK1, Berkiel, Sharkle, Yuzuki
Soft Skin	Decreases damage from non-elemental attacks by 75%.	Self	Front Line	Alhad, Skuhi
Endurance	When an enemy's attack would normally KO you, you will be left with you at 1 HP. Can be used with Impact skills. Same effect as Pile Stand.	Self	Front Line	Fidgephant, Trustphant
Lightning Play	Your lightning-elemental Techniques do more damage. Can be stacked with up to 3 other Lightning Play skills.	Self	Front Line	Sprinkble, Signkon
Penetrate	Allows you to ignore elemental affinity and dual-symbol damage to an enemy whose element doesn't match well with yours.	Self	Front Line	Appak, Clothhumper, Of Fortune, Popocile, Rebel Jupiter
Miraculous Shield	Cannot be Impelled. The Ultimate Dark Skill gets precedence over this. Same effect as Matchless Shield.	Self	Front Line	Peepitoo, Barberfly, Shellfin, Vapion
Gambler	Makes it easier to get critiquite with attacks, Techniques, and Soultimate Moves. Also makes it easier for the enemy to get critiquite as well. Same effect as Hyper Luck.	Self	Front Line	Rollen, Chanvin, Dubbbler
Sense of Smell	Your attacks will always hit. The skill Sixth Sense takes priority over this. Mind Body Block cancels out this skill.	Self	Front Line	Frostal, Kyloh, Cuttlecheez
Ultimate Dark	Your Impelis will always succeed. This skill takes priority over the Whisperous Scales and Matchless Shield. Same effect as Impel Master.	Self	-	Axeoil
Vampire	When you land Damage to an enemy, you will recover HP equal to half of the damage you dealt. Same effect as Lifesteal.	Self	Front Line	Scritchy, Mistlend, Mistlend Supreme, Hostear, Bellhar
Bonus Play	When you are next to a Yo-kai with the Bonus Play skill, you will receive a bit extra. Cannot be stacked. Same effect as Extra Cheer.	Self	-	Elino, Alloo, Ibio
Tee Serious	Your loafing ratio becomes 0% and you will always be serious.	Self	-	Beetler
Good Fortune	Money earned after battle is boosted by 1.5x. Same effect as Gold Gain.	Self	-	Gush, Nako, Whapir, Whapir Supreme
Gold Guard	Decreases damage from water- and ice-elemental attacks by 75%.	Self	Front Line	Cadellus I, Goldenyan
Skilled Loafer	Restores 25% of your max HP when you fail. Same effect as Lifeboat.	Self	Front Line	Nagatha, Charlatte, Charlatte Supreme, Wahnaza
Shark Skin	When an enemy damages you with a Technique, they will also receive damage back to the enemy. Same effect as Soultimate Move Shark Skin and Thorns. If your HP reaches 0, it will also KO the enemy. Same effect as Soultimate Move. Same effect as Revenge.	One Enemy	Front Line	Shrook
Revenge	When an enemy damages you with a Technique, they will also receive damage back to the enemy. Same effect as Soultimate Move Shark Skin and Soultimate Moves. It will not activate when you're hit by a Yo-kai with the Lifeboat skills and is hoping to Soultimate Move. Same effect as Shark Skin.	One Enemy	Front Line	Bruff, Roughoff, Rumblebo
Mood Skin	Decreases damage from water-elemental attacks by 75%.	Self	Front Line	Drizzle, Droplette
Eye Sight A	Your attacks will always hit. The skill Sixth Sense takes priority over this. Mind Body Block cancels out this skill.	Self	Front Line	Singrada
Silver Guard	Decreases damage from fire- and ice-elemental attacks by 75%.	Self	Front Line	Cadellus II
Mutt's Panache	If you are next to a Yo-kai with the Mutt's Panache skill, you will get a bit extra to all stats. Cannot be stacked. Same effect as Extra Cheer.	Self	-	Mutthrott, Sir Bonus, Warpmutt
Strict	Halves allies' loafing ratios.	Self	-	Papa Bolt
Insulator	Decreases damage from lightning-elemental attacks by 75%. Same effect as Stately Skin.	Self	Front Line	Driveg
Equipment Collaborator	Boosts the effects of all enemy and ally equipment.	All	-	Gilliwand
Extreme Critical	Boosts effects by 1.5x when a critical happens.	Self	Front Line	Nightfocus
Jar Guard	Doubles defense effects.	Self	Front Line	Bon, Pavin, Appin, Bhalgarian, Count Cards, Gigamo
Switch	When you deal damage to an enemy, you will also deal damage to another enemy. Same effect as Chain.	Self	Front Line	Grubnetich
Glowy Skin	No attack will ever get a critical on you.	Self	Front Line	Geisha, Dullumia, Geisha Supreme, Rockabelly, Pechpocket
Sykey Guard	When an enemy attacks you while you're guarding, you deal back 1.5x damage. Same effect as Spiky Guard. If the attack KO's you, you will still KO the enemy. Same effect as while you're charging a Soultimate Move. Same effect as Soultimate Move.	One Enemy	Front Line	Cauglhuff, Hunchin, Thorlyan
The Stand	When an enemy's attack would otherwise knock you out, you'll be left with 1 HP instead. Same effect as work with Impact skills. Same effect as Endurance.	Self	Front Line	Kapuchi, Ladbalbon, Ladbalbon Supreme, Mad Mountain
Waterproof	When your HP drops below 1/4 of your max HP, you will get large strength and spirit boosts.	Self	Front Line	Ravenette, Reverea, Inquiero
Hard Worker	Boosts EXP earned after battle by 1.75x.	Self	-	Draggie
Long-Lasting	Doubles the effect time of your good magnet effects.	Self	-	Starking
Stealing	Money earned after battle is boosted by 1.5x. Same effect as Gold Gain.	Self	-	Lobb
Courageous Spirit	Boosts all stats when the enemy hits you with a bad magnet.	Front Line Allies	-	Neighkhous, Clothcastle, Damona, Snee
Grip On Your	Keeps HP restored from a drain by 1.5x.	Self	Front Line	Sandi, Baku
Fire Play	Your fire-elemental Techniques and Soultimate Moves do 1.2x damage. Can be stacked with up to 3 Fire Play skills.	Self	Front Line	Tunaki, Flengu
Modest	Your actions stop standing out, so enemies target you less.	Self	Front Line	Cadadia, Cadin
Fire Washout	Cuts fire-elemental damage you take by 75%.	Self	Front Line	Swefterrier, Cagesteel
Too Afraid	Makes it so you'll never attack. No matter how much you level up, you'll never get the courage to fight. Cannot be stacked.	Self	Front Line	Timidezi
Starner	Doubles the effects of Eyed used on allies (not enemies). Cannot be stacked.	All Allies	-	Hungorge, Hungramps
Wavy Body	Allows you to dodge enemy attacks more than half the time. Cannot be stacked with Dodge.	Self	Front Line	Steppa, Wyrth, Wigbin
Insecure	Makes it easier for all enemies to get critiquite on you with Attacks, Techniques, and Soultimate Moves. Also makes it easier for the enemy to get critiquite as well. Same effect as Gambler.	Self	Front Line	Ravenette, Reverea, Inquiero
Careless	Makes it easier for enemies to get critiquite on you with Attacks, Techniques, and Soultimate Moves.	Self	Front Line	Undy, Tanbo, Pandle
Platinum Guard	Decreases damage from water-, ice-, and lightning-elemental attacks by 75%.	Self	-	Castellus Max
Courageous Spirit	When you KO a strong enemy, you get a strength and spirit boost for the next 5 turns. Same effect as Sword Hunting. This only activates once, even if two allies KO'ed at the same time. Same effect as Guardian Spirit and Blazing Fighting Spirit.	Front Line Allies	Front Line	Quaken
Blocker	If you spin the Member Circle going clockwise, the Yo-kai next to you will be switched with. Same effect as Pivot.	Self	-	Wallbin, Noreep, Noreep Supreme, Robotzan
Bronze Guard	Decreases damage from earth- and wind-elemental attacks by 75%.	Self	Front Line	Castellus III
Waterproof	Decreases damage from water-elemental attacks by 75%. Same effect as Moist Skin.	Self	Front Line	Fishpirate, Rageon
Adrenaline	When you KO a strong enemy, you get a strength and spirit boost for the next 5 turns. Same effect as Sword Hunting. This only activates once, even if two allies KO'ed at the same time. Same effect as Guardian Spirit and Blazing Fighting Spirit.	Front Line	Front Line	Jibanyan
Forgot to Defend	Makes it so you'll never defend. Cannot be guard. Cannot be used in boss battles.	All	-	Wazoz
Water Play	Your water-elemental Techniques do 1.2x damage. Can be stacked with the Water Ring.	Self	Front Line	Mochismo, Minochi
Loiterer	Restores 25% of your max HP when you next fail. Same effect as Skilled Loafer.	Self	Front Line	Chummer
Mirror Body	When you receive damage from an enemy attack, you deal back 10% of that damage back to the enemy. Same effect as Soultimate Move Mirror Body. If your HP reaches 0, it will also KO the enemy. Same effect as Soultimate Move.	One Enemy	Front Line	Mirapo, Mirzle
Prediction	Makes it harder for enemies to hit you with Attacks and Techniques.	Self	Front Line	Dummkap
Annoyance	You sometimes attack an ally at random with a Technique. Same effect as Suspicion.	Self	Front Line	Zerberker
Matchless Shell	Cannot be Impelled. The Ultimate Dark Skill gets precedence over this. Same effect as Whispurous Scales.	Self	Front Line	Alini, Spony
Blessed Body	When you get knocked out, other Yo-kai will receive a boost to their max HP.	Front Line Allies	Front Line	Sansh, Granpa
Blazing Fighting Spirit	When an ally who's also in the front line is hit by an attack, you will also receive a hit instead of the ally. Can be stacked with up to 3 skills. This only activates once, even if two allies KO'ed at the same time. Same effect as Shining Spirit and Guardian Spirit.	Self	Front Line	Komashura, Blazion
Soothing Rhythm	Makes it easier for all enemies to get bad effects. Cannot be stacked with the Too Serious-type Yo-kai. Cannot be used in boss battles.	All Enemies	-	D'wanna, D'art, N'nure
Soft Skin	Decreases damage from non-elemental attacks by 50%. Same effect as Soft Skin.	Self	Front Line	Mochismo, Minochi
Unpopularity	Just having a Yo-kai with this in your party will make it easier for you to get critiquite.	-	-	Casanovo, Pookoo
Popularity	Just having a Yo-kai with this in your party will make it easier for you to get befriend enemy Yo-kai after battles.	-	-	Dandoody, Snoopsie, Pinkpop, Casanova, Cupidol
Bladed Body	When you receive damage from an enemy attack, you deal 10% of that damage back to the enemy. Same effect as Soultimate Move Mirror Body. If your HP reaches 0, it will also KO the enemy. Same effect as Soultimate Move.	One Enemy	Front Line	Coffe-rah-rah, Coffe-rah-rah Supreme
Spirit Guard	Reduces the elemental weakness effects by 75%.	Self	Front Line	Vielmartian, Rockright, Corvalen, Armanoid
Sonic Play	Your non-elemental Techniques and Soultimate Moves do 1.2x damage. Can be stacked with the Ice Ring.	Self	Front Line	Duchon, Blizzaria, Frostina
Greed	Increases the chance of an enemy dropping an item after battle.	-	-	Weirdoin, Cynake
Summon	Increases the appearance rate of a Whisp in battle by 1.5x.	-	-	Pandanedo
Death Spheres	Makes the power of recovery-type Techniques and Soultimate Moves for both allies and enemies.	All	-	Nird
Optimism Power	Yo-kai next to you recover 2% of their HP. This skill is not affected by Items and is recovered for the front 6 turns. Same effect as Prayer and Caring.	Adjacent Allies	-	Chippa
Pompadour	Yo-kai dislikes all Heatwreck, Cheerleading, and Rockstar attacks. Old Dreaming skill is affected.	-	-	Baddinyan
Mine	You become the target of all good magnets activated by both enemies and allies. If there is another Yo-kai with the Mine skill, the Yo-kai's skill will be randomized. Cannot be used in Soultimate Moves. Has no effect on Soultimate Moves.	All	Front Line	Grewsel
Licked Together	Stat boost for adjacent Yo-kai with same skill.	All Allies	-	Sapphiryed, Emeryon, Rubinyan, Topazyan, Diamyan

* For effect target, "All" means it works on all enemies as well as allies.

* The Member Circle position determines whether or not this skill activates. For activation condition, "-" means you can be in either the front or rear line.

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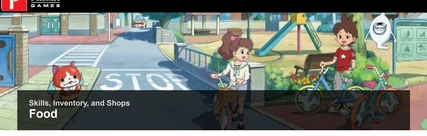

Food

Food recovers HP and Soul Gauge, while also making it easier for you to befriend the Yo-kai you fight. Generally, items that restore a lot of HP or Soul Gauge also have large Affection Boosts. When you feed a Yo-kai its favorite type of food, the effects will be boosted. But even giving it a food it dislikes will still help you more than giving it nothing. Refer to the Yo-kai Medallium chapter to find out which foods certain Yo-kai like best.

Hard-to-Find Food

You gradually become able to buy all food as you continue the story, but price-wise, Marbled Beef and Choice Tuna are very precious items. You have a small chance of earning Marbled Beef when defeating Toughants, and earning Choice Tuna when defeating Tunatics.

Icon	Name	Type	Explanation	Effect	Affection Boost	Buy Price	Sell Price
	Plum Rice Ball	Rice Ball	A rice ball with a pickled plum in it. It's kinda sour.	Restores 30 HP	Small	1.00	0.30
	Leaf Rice Ball	Rice Ball	A rice ball wrapped in a mustard leaf. It's an acquired taste.	Restores 40 HP	Small	1.40	0.42
	Roe Rice Ball	Rice Ball	A rice ball with some salmon roe in it. That's fish eggs!	Restores 80 HP	Medium	3.00	0.90
	Shrimp Rice Ball	Rice Ball	With choice rice and fresh tempura, this snack is art!	Restores 150 HP	Super Large	6.00	1.80
	Sandwich	Bread	An ordinary sandwich. Just ham and lettuce on white.	Restores 60 HP	Small	2.20	0.66
	Custard Bread	Bread	Everyone loves Custard Bread. It's bread full of custard!	Restores 30 HP	Medium	1.00	0.30
	Curry Bread	Bread	Rare Curry Bread. It has to be perfect or they won't sell it.	Restores 50 HP	Large	1.80	0.54
	Baguette	Bread	It's a bit hard to eat, but this is an authentic baguette.	Restores 100 HP	Large	3.80	1.14
	Blehgel	Bread	Banter Bakery's signature, this bagel decides the store's fate.	Restores 150 HP	Super Large	6.00	1.80
	10-Cent Gum	Candy	Gum that's so cheap, you just gotta buy it.	Restores 10 HP	Small	0.10	0.03
	Gooey Candy	Candy	The better you knead this odd candy, the better it tastes!	Restores 15 HP	Small	0.20	0.06
	Giant Cracker	Candy	A large cracker that tastes like shrimp. Pretty popular!	Restores 20 HP	Medium	0.30	0.09
	Fruit Drops	Candy	Full of colorful candy. These make some people sentimental.	Restores 35 HP	Large	1.20	0.36
	Shaved Ice	Candy	Shaved Ice is the best in the summer; condensed milk or not.	Restores 80 HP	Large	3.00	0.90
	Candy Apple	Candy	A food-stall standard, this apple is candy coated!	Restores 90 HP	Super Large	3.50	1.05
	Milk	Milk	Cold, bottled milk. Best after a dip in the hot springs!	Soul Meter restored by 20	Small	1.20	0.36
	Coffee Milk	Milk	Rich coffee, mellow milk, bit of sugar... This is the life.	Soul Meter restored by 30	Medium	2.00	0.60
	Fruit Milk	Milk	It's not exactly common, but Fruit Milk is good! Seriously!	Soul Meter restored by 40	Medium	2.80	0.84
	Amazing Milk	Milk	Delicious milk. You can't get fresher unless you own a cow.	Soul Meter restored by 130	Super Large	1500	450
	Y-Cola	Juice	Soda known by its catchphrase, "Y cool? Y-Cola."	Soul Meter restored by 20	Small	1.20	0.36
	Soul Tea	Juice	Ordinary tea. The brand says they use select tea leaves.	Soul Meter restored by 20	Small	1.20	0.36
	Spiritizer Y	Juice	A revitalizing drink.	Soul Meter restored by 20	Small	1.20	0.36
	VoltXtreme	Juice	Not all that well known...but it seems to do the job!	Soul Meter restored by 150	Super Large	-	6.00
	Hamburger	Hamburger	A well-done hamburger from a well-known local chain.	Restores 70 HP	Small	2.60	0.78
	Cheeseburger	Hamburger	A cheeseburger by a local chain. Really popular.	Restores 90 HP	Medium	3.40	1.02
	Double Burger	Hamburger	A double burger. Rumors say this chain will go national someday.	Restores 130 HP	Large	5.00	1.50
	Nom Burger	Hamburger	The chain gives its name to this beast of a burger.	Restores 200 HP	Super Large	8.80	2.64
	Ramen Cup	Ramen	There's not much to it—it's just basically instant ramen.	Restores 50 HP	Small	1.80	0.54
	Pork Ramen	Ramen	Delicious pork broth with thin noodles. Seconds, please!	Restores 110 HP	Medium	4.20	1.26
	Deluxe Ramen	Ramen	Fancy ramen with rich broth, egg, and tons of pork.	Restores 160 HP	Large	6.50	1.95
	Everything Ramen	Ramen	When they say everything, they mean EVERYTHING. Crazy!	Restores 230 HP	Super Large	12.00	3.60
	Pot Stickers	Chinese Food	Delicious Pot Stickers packed with filling.	Restores 50 HP	Small	1.80	0.54
	Liver & Chives	Chinese Food	Thick, juicy liver. What, you don't like liver? Try it!	Restores 70 HP	Medium	2.60	0.78
	Crab Omelet	Chinese Food	Egg, a delicious sauce, and real crab meat. What a combo.	Restores 100 HP	Large	3.80	1.14
	Chili Shrimp	Chinese Food	It's kind of pricy, but you get a lot of big, tasty shrimp!	Restores 140 HP	Super Large	5.50	1.65
	Carrot	Vegetables	It's only orange because it's healthy. Just eat it!	Restores 30 HP	Small	1.00	0.30
	Cucumber	Vegetables	A fresh, watery cucumber. Tastes even better when cold.	Restores 30 HP	Medium	1.00	0.30
	Bamboo Shoot	Vegetables	A freshly picked bamboo shoot. You can still smell the soil.	Restores 130 HP	Large	5.00	1.50
	Matsutake	Vegetables	A smelly, high-grade mushroom. Often packed in snazzy boxes.	Restores 400 HP	Super Large	80.00	24.00
	Chicken Thigh	Meat	A fresh and tasty chicken thigh. It's very healthy! Eat it!	Restores 50 HP	Small	1.80	0.54
	Slab Bacon	Meat	If you want a hunk of fatty-pork goodness, try this.	Restores 90 HP	Medium	3.40	1.02
	Beef Tongue	Meat	The texture is a bit weird, but cow tongue is tasty.	Restores 140 HP	Large	5.50	1.65
	Marbled Beef	Meat	High-grade Marbled Beef that simply melts in your mouth.	Restores 900 HP	Super Large	180.00	54.00
	Dried Mackerel	Seafood	Dried mackerel with just the right amount of salt.	Restores 40 HP	Small	1.40	0.42
	Yellowtail	Seafood	A thick slice of yellowtail. They caught it this morning!	Restores 70 HP	Medium	26.0	0.78
	Fresh Urchin	Seafood	A fresh sea urchin. The orange meat is hidden by the spines.	Restores 240 HP	Large	13.00	3.90
	Choice Tuna	Seafood	Exceptional tuna. Some rich folks say they love the texture.	Restores 750 HP	Super Large	150.00	45.00

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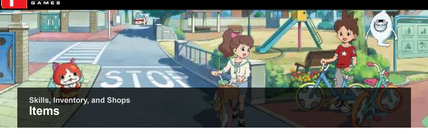

Items

There are numerous items that assist in your adventures. Many items power up Yo-kai, some can be sold for a lot of money, while coins can be used in the Crank-a-kai machine three times a day to receive prizes. Many of these items can be found in treasure chests.

Wisps, which become available in chapter 3, have a chance of dropping most items in the game. Once a player acquires an item, Wisps may drop that item. They may also be found in chests and Terror Time.

Icon	Name	Explanation	Effect	Buy Price	Sell Price
	Small Exporb	Three days of training in one touch of this orb.	+50 EXP	30.00	9.00
	Medium Exporb	Those who touch this orb get the demeanor of a master.	+500 EXP	150.00	30.00
	Large Exporb	This orb bestows three lives' worth of EXP at a single touch.	+2000 EXP	540.00	81.00
	Mega Exporb	Some say you can get a science award just for touching this.	+8000 EXP	-	105.00
	Holy Exporb	A tiny lizard touched this orb. That tiny lizard is a dinosaur now.	+20000 EXP	-	140.00
	Staminum	This drink lets humans run without getting tired at all!	Keeps stamina from draining. Effect Time: 30 seconds.	12.00	3.60
	Staminum Alpha	Staminum Alpha lasts longer than regular ol' Staminum.	Keeps stamina from draining. Effect Time: 1 minute.	30.00	9.00
	Hidden Hits	A book of combat secrets. You'll be an attack master!	Increases Attack skill.	200.00	40.00
	Top Techniques	Give your techniques a boost with this instructional book.	Increases Technique level.	200.00	40.00
	Soul Secrets	A book on the secrets of Soultimate Moves.	Increases Soultimate level.	200.00	40.00
	A Serious Life	A book about giving life your all. Good for a lazy Yo-kai.	Makes a Yo-kai Loaf less.	250.00	50.00
	Think Karate	A book on the karate mind-set. Change a Yo-kai's Attitude.	Makes a Yo-kai Grouchy.	9.80	2.94
	Use Karate	A book on advanced karate. It makes you focus on attacking.	Makes a Yo-kai Rough.	50.00	15.00
	Skill Compendium	An illustrated collection of Yo-kai Skills. Fascinating!	Makes a Yo-kai Logical.	9.80	2.94
	Skill Encycloped	A book containing EVERY single Yo-kai Skill ever!A must-have!	Makes a Yo-kai Brainy.	50.00	15.00
	Get Guarding	A book on the importance of defense, with handy images.	Makes a Yo-kai Careful.	9.80	2.94
	Guard Gloriously	This book proves the greatness of defense. Who needs offense?	Makes a Yo-kai Calm.	50.00	15.00
	Li'l Angel Heals	A book about an angel healing people. Gives you a kind heart.	Makes a Yo-kai Gentle.	9.80	2.94
	Bye, Li'l Angel	The last book in the "Li'l Angel" series. So heartwarming!	Makes a Yo-kai Tender.	50.00	15.00
	The Pest's Quest	A novel about a boy becoming a total pest.	Makes a Yo-kai Twisted.	9.80	2.94
	The Perfect Pest	The final novel about the boy who became a legendary pest.	Makes a Yo-kai Cruel.	50.00	15.00
	Support Life #7	July's issue of the #1 magazine for those who live to serve.	Makes a Yo-kai Helpful.	9.80	2.94
	Support Special	A digest containing the year's best articles.	Makes a Yo-kai Devoted.	50.00	15.00
	Strength Talisman	A curious charm sold at the shrine that boosts Strength.	Temporarily boosts Strength.	10.00	3.00
	Spirit Talisman	A curious charm sold at the shrine that boosts Spirit.	Temporarily boosts Spirit.	10.00	3.00
	Defense Talisman	A curious charm sold at the shrine that boosts Defense.	Temporarily boosts Defense.	10.00	3.00
	Speed Talisman	A curious charm sold at the shrine that boosts Speed.	Temporarily boosts Speed.	10.00	3.00
	Nasty Medicine	It's nasty, but it'll revive an unconscious Yo-kai.	Revives a Yo-kai with 1/4 HP.	30.00	9.00
	Bitter Medicine	This bitter herbal mix will jolt a Yo-kai to its feet.	Revives a Yo-kai with 1/2 HP.	60.00	18.00
	Mighty Medicine	This secret herbal blend will instantly revive Yo-kai.	Revives a Yo-kai with full HP.	120.00	36.00
	Getaway Plush	Nobody can look away from this odd doll. It's a fine distraction.	Allows you to flee.	5.00	1.50
	Bronze Doll	A bronze doll. It sells for a decent amount of cash.	Can be sold for a lot.	-	20.00
	Silver Doll	A cool silver doll. This can be sold for quite a bit.	Can be sold for a lot.	-	200.00
	Golden Doll	A pure-gold doll that sells for a whole lot of cash.	Can be sold for a lot.	-	600.00
	Fish Bait	Bait made by Mr. Fischer. This makes it easier to fish.	Boosts fishing success rate.	1.00	0.30
	Black Syrup	Bugs love this stuff. It'll make bugs easier to catch.	Boosts bug-catching success rate.	1.00	0.30
	Red Coin	A bold coin. Use it in the Crank-a-kai!	A Crank-a-kai coin.	-	0.30
	Yellow Coin	A mysterious coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Orange Coin	A hefty coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Pink Coin	A lovely coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Green Coin	A warm coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Blue Coin	An unpleasant coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Purple Coin	An eerie coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Light Blue Coin	A slippery coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Sapphire Coin	A special sapphire coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Emerald Coin	A special emerald coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Ruby Coin	A special ruby coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Topaz Coin	A special topaz coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Diamond Coin	A special diamond coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Excitement Coin	An exciting coin just for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Five-Star Coin	A special five-star coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Special Coin	A special coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Dancing Star	A sparkling star. Rumor has it someone is gathering these.	Exchange for a victory pose at the Springdale Community Center.	-	0.30

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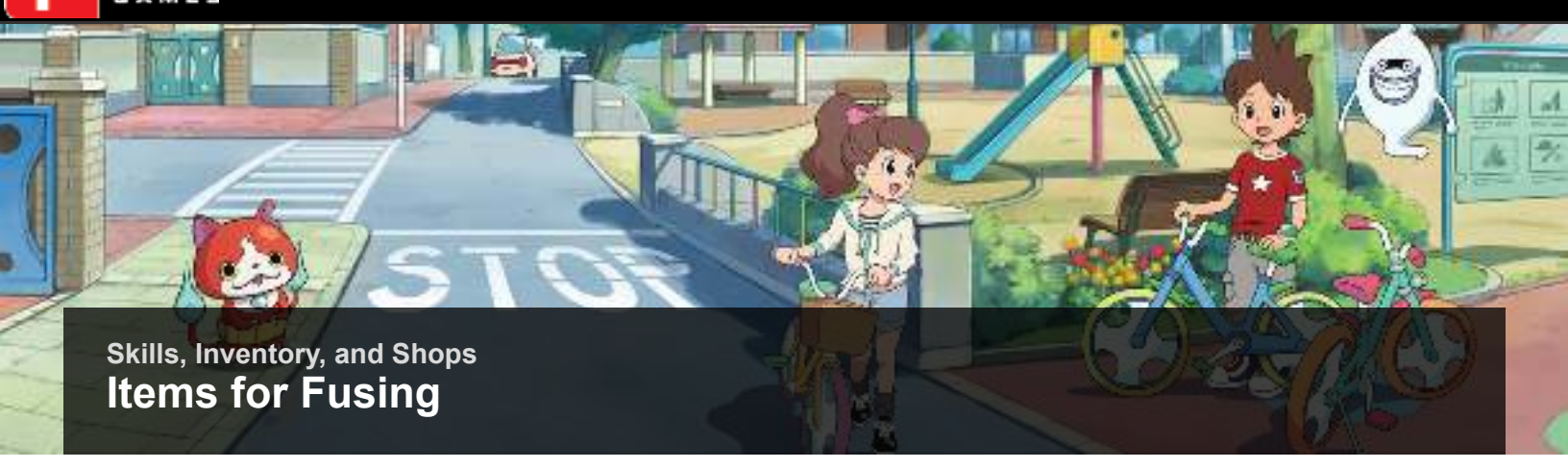

Skills, Inventory, and Shops

Items for Fusing

The items on this page can all be used as fusion ingredients to create new Yo-kai and items. Visit Mr. Zen at Shoten Temple. Here you can select two ingredients, which are fused together to give a result. As Recipes are found, they are given here by pressing the given button. The following table lists the Yo-kai/Item that is created, buy/sell prices, and the major ways in which they are acquired.

Icon	Name	Explanation	Yo-kai/Items Earned through Fusion	Buy Price	Sell Price	Major Acquisition Method
	Legendary Blade	This sword was forged by a master to mete out justice.	Sheen	-	30.00	Jungle Hunter exchange
	Cursed Blade	A cursed sword that draws its owner towards a tragic future.	Snee	-	30.00	Jungle Hunter exchange Precious Illusion Quest
	Holy Blade	Said to house holy power, this sword's over 10,000 years old!	Gleam	-	30.00	Found in Whisp while fighting Orcanos
	General's Soul	The spirit of a legendary general. Linked to a particular Yo-kai.	Beetall	-	30.00	Jungle Hunter exchange
	Love Buster	This wackily strong weapon can only be used by popular folks.	Casanuva	-	30.00	Dropped by Casanuva
	GHz Orb	A ball encasing electric waves. A zap could fry you!	Signiton	-	30.00	Dropped by Signiton
	Unbeatable Soul	The spirit of a great warrior. Related to a horned Yo-kai.	Rhinormous	-	30.00	Jungle Hunter exchange
	Platinum Bar	A bar of pure platinum. It's heavy!	Castelius Max	-	30.00	Dropped by Castelius Max
	Love Scepter	It's a scepter for a nobleman of love. NOT just a stick.	Pinkipoo	-	30.00	Dropped by Pinkipoo
	Glacial Clip	A hair clip made of unmelting ice. It houses a lot of power.	Blizzaria	-	-	Request 104 rewardTerror Time Chest
	Buff Weight	Training with this hefty dumbbell will buff you up!	Payn	-	30.00	Dropped by Payn
	Shard of Evil	A dangerous shard that awakens the evil in a timid devil.	Beelzebold	-	-	Request 106 rewardTerror Time Chest
	Snowstorm Cloak	A silvery-white cape for the king of a snowy mountain.	Chillhuahua	-	30.00	Request 102 rewardTerror Time Chest
	Ageless Powder	A facial powder made of human souls. It'll make you younger.	Everfore	-	30.00	Request 105 rewardTerror Time Chest
	Drop of Joy	A lovely, glowing drop used to grow the flower of happiness.	Bloominoko	-	60.00	Dropped by Noko
	Dragon Orb	An orb of unbelievable beauty and full of dragon energy.	Dragon Lord	-	-	Request 103 rewardTerror Time Chest
	Holy Water	Holy water that can make anything squeaky clean.	Ancient Scale	-	30.00	Request 98 rewardDropped by Drizzle
	Dingy Scale	It's too dirty to tell what it really is. Maybe a dragon's scale?	Ancient Scale	-	3.00	Request 110 RewardDropped by Azure Dragon
	Venoct Aura	A small bottle that holds Venoct's aura. Shiny!	Venoct Gauntlet	-	3.00	Request 100 RewardTerror Time Chest
	Tattered Gauntlet	A beat-up gauntlet. It once housed the power of a dragon.	Venoct Gauntlet	-	3.00	Request 93 rewardTerror Time Chest
	Cracked Crystal	A holy monk's crystal ball. Now shattered and powerless.	Crystal Ball	-	3.00	Request 86 RewardDropped by Azure Dragon
	Crystal Shard	Finding all the crystal ball pieces may restore its power.	Crystal Ball	-	3.00	Request 73 rewardDropped by Statiking
	Clenzall	A rare detergent that can clean clothes with one drop.	Heavenly Sash	-	3.00	Request 52 rewardDropped by Walldin
	Yellowed Sash	A sash that has yellowed with age. It has a strange power.	Heavenly Sash	-	3.00	Request 71 rewardDropped by Grumples
	Plain Ring	Just an ordinary ring. If you were to put a jewel in it, though…	Rings	100.00	20.00	Purchase at the Whatta Find shop / Reward from Request 18 / Chest
	Blank Charm	A charm. Doesn't do much until you put something into it.	Charms	100.00	20.00	Purchase at the Whatta Find shop / Reward from Request 18 / Chest
	Ruby	A beautiful jewel that shines red with the power of Fire.	Fire RingBlaze Charm	-	30.00	Request 77 rewardDropped by Blazion / Chest
	Aquamarine	A beautiful jewel that shines blue with the power of Water.	Water RingFlood Charm	-	30.00	Request 74 rewardDropped by Chippa
	Topaz	A beautiful yellow jewel with the power of Lightning.	Lightning RingBolt Charm	-	30.00	Request 88 rewardDropped by Fishpicable
	Tourmaline	A beautiful deep-brown jewel with the power of Earth.	Earth RingQuake Charm	-	30.00	Request 60 rewardDropped by Tattletell
	Opal	A beautiful jewel that shines white with the power of Ice.	Ice RingFrost Charm	-	30.00	Request 67 rewardDropped by Slacka-slash
	Emerald	A beautiful jewel that shines green with the power of Wind.	Wind RingStorm Charm	-	30.00	Request 69 rewardDropped by Rhyth

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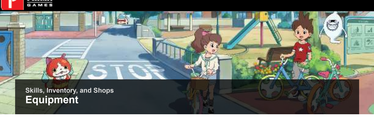

Skills, Inventory, and Shops

Equipment

The following equipment can be extremely helpful in battle. A Yo-kai can only have one piece equipped, so be sure to check their characteristics and choose wisely.

Hard-to-Acquire Equipment

It's surprisingly hard to acquire more than two items that can only be used by a certain Yo-kai. Be sure to check the reward lists for other side missions, such as Wanted Events and Yo-kai Lens events.

Icon	Name	Effect	Buy Price	Sell Price	Major Acquisition Method
	Worn Bangle	Strength +10, Speed –5	50.00	10.00	Purchase at the Whatta Find shopRequest 11 reward
	Rocker Wrist	Strength +18, Speed –10	160.00	32.00	Purchase at the Whatta Find shopRequest 78 reward
	Brute Bracer	Strength +25, Speed –15	380.00	76.00	Purchase at the Whatta Find shopRequest 72 reward
	Sun Bracelet	Strength +35, Speed –20	-	114.00	Chest / Terror Time Chest / Dropped by Siro
	Fiend Band	Strength +50, Speed –50	-	160.00	Terror Time Chest / Dropped by Zerberker
	Rusty Ring	Spirit +10, Defense –5	50.00	10.00	Purchase at the Whatta Find shopDropped by Tattletell
	Pretty Ring	Spirit +18, Defense –10	160.00	32.00	Purchase at the Whatta Find shopRequest 70 reward
	Illusion Ring	Spirit +25, Defense –15	380.00	76.00	Purchase at the Whatta Find shopRequest 42 reward
	Lunar Ring	Spirit +35, Defense –20	-	114.00	Terror Time Chest / Request 87 reward
	Fiend Ring	Spirit +50, Defense –50	-	160.00	Terror Time Chest / Dropped by the boss Yo-kai Ogralus
	Fire Ring	Boosts Fire Power.Lowers Fire Defense.	-	50.00	Dropped by Komane Dropped by Swelterrier
	Water Ring	Boosts Water Power.Lowers Water Defense.	-	50.00	Request 63 rewardDropped by Illoo Created by Fusion
	Lightning Ring	Boosts Lightning Power.Lowers Lightning Defense.	-	50.00	Request 68 rewardDropped by Statiking Created by Fusion
	Earth Ring	Boosts Earth Power.Lowers Earth Defense.	-	50.00	Request 103 rewardDropped by Quaken Created by Fusion
	Ice Ring	Boosts Ice Power.Lowers Ice Defense.	-	50.00	Request 104 rewardDropped by Frostina Created by Fusion
	Wind Ring	Boosts Wind Power.Lowers Wind Defense.	-	50.00	Request 105 rewardDropped by Hidabat Created by Fusion
	Aged Charm	Defense +10, Spirit –5	50.00	10.00	Purchase at the Whatta Find shopRequest 25 reward
	Runic Charm	Defense +18, Spirit –10	160.00	32.00	Purchase at the Whatta Find shopRequest 32 reward
	Armor Charm	Defense +25, Spirit –15	380.00	76.00	Purchase at the Whatta Find shopRequest 78 reward
	Galaxy Charm	Defense +35, Spirit –20	-	114.00	Request 95 rewardDropped by Papa Bolt
	Fiend Charm	Defense +50, Spirit –50	-	160.00	Terror Time Chest
	Blaze Charm	Boosts Fire Defense.Slightly lowers Defense.	-	50.00	Request 106 rewardDropped by Komasan Created by Fusion
	Flood Charm	Boosts Water Defense.Slightly lowers Defense.	-	50.00	Request 65 rewardDropped by Fidgeshant Created by Fusion
	Bolt Charm	Boosts Lightning Defense.Slightly lowers Defense.	-	50.00	Request 81 rewardDropped by Signblink Created by Fusion
	Quake Charm	Boosts Earth Defense.Slightly lowers Defense.	-	50.00	Dropped by Darumacho / Chest Created by Fusion
	Frost Charm	Boosts Ice Defense.Slightly lowers Defense.	-	50.00	Request 102 rewardDropped by Duchoo Created by Fusion
	Storm Charm	Boosts Wind Defense.Slightly lowers Defense.	-	50.00	Dropped by Blandon / Chest Created by Fusion
	Simple Badge	Speed +10, Strength –5	50.00	10.00	Purchase at the Whatta Find shopRequest 19 reward
	Shiny Badge	Speed +18, Strength –10	160.00	32.00	Purchase at the Whatta Find shopRequest 29 reward
	Hermes Badge	Speed +25, Strength –15	380.00	76.00	Purchase at the Whatta Find shopRequest 43 reward
	Meteor Badge	Speed +35, Strength –20	-	114.00	Request 94 rewardDropped by Rollen
	Fiend Badge	Speed +50, Strength –50	-	160.00	Terror Time Chest / Dropped by Insomni
	Cicada Sword	Strength +30, Speed +20Only for cicada Yo-kai.	-	30.00	Request 97 rewardDropped by Cadable
	Beefy Bell	Strength +30Only for cat Yo-kai.	-	35.00	Request 111 rewardJungle Hunter exchange
	Spell Bell	Spirit +50Only for cat Yo-kai.	-	35.00	Request 10 rewardJungle Hunter exchange
	Tough Bell	Defense +50Only for cat Yo-kai.	-	35.00	Request 96 rewardJungle Hunter exchange
	Speed Bell	Speed +30Only for cat Yo-kai.	-	35.00	Request 59 rewardJungle Hunter exchange
	Big Bottle	Boosts Water power by 1.2x.Lowers Water Defense.Only for kappa Yo-kai.	-	40.00	Request 51 rewardDropped by Appak
	Tengu Fan	Spirit +100, Speed +100Only for tengu Yo-kai.	-	65.00	Request 109 rewardDropped by Flengu
	Cheery Coat	Speed +50Only for Wiglin, Sleppa, and Rhyth.	-	30.00	Request 14 rewardJungle Hunter exchange
	Nail Bat	Strength +50, Speed –50Only for Badude and Bruff.	-	30.00	Request 46 rewardDropped by Badude
	Reversword	Strength +30, Speed +30Only for D- and E-Rank Yo-kai.	-	25.00	Request 92 rewardJungle Hunter exchange
	Turnabeads	Spirit +30, Speed +30Only for D- and E-Rank Yo-kai.	-	25.00	Request 90 rewardJungle Hunter exchange
	Reflector	Defense +30, Speed +30 Only for D- and E-Rank Yo-kai.	-	25.00	Request 91 rewardJungle Hunter exchange
	Ritzy Studs	Boosts money earned.	-	180.00	Request 80 rewardDropped by Alms
	Sleep 'n' Study	Increased EXP intake.Yo-kai Loafs more.	900.00	160.00	Purchase at the Whatta Find shopRequest 66 reward
	Die of Fate	Increases critical chance.Bad luck vs. crit. attacks.	-	120.00	Request 85 rewardDropped by Chansin
	Iron Plates	Critical-attack immunity.Lowers Speed.	-	80.00	Request 61 rewardDropped by Gonuma
	Thick Specs	Attacks always hit.Lowers Strength.	-	96.00	Request 76 rewardDropped by Kapunki
	Ancient Scale	Prevents enemy Inspirits.Lowers Defense.	-	80.00	Chest / Wanted Event Created by Fusion
	Venoct Gauntlet	Soul Meter fills up faster.Yo-kai Loafs around more.	-	158.00	Wanted EventYo-kai Lens Reward Created by Fusion
	Heavenly Sash	Gradually recovers HP.	-	130.00	Chest / Wanted Event Created by Fusion
	Ski Mask	Targeted less by enemies.	-	70.00	Request 54 rewardDropped by Nul
	Sticker of Hate	Draws enemy attacks.Lowers Defense.	550.00	92.00	Purchase at the Whatta Find shopRequest 75 reward
	Vampiric Fangs	Absorb HP from attacks.	-	105.00	Request 108 rewardDropped by Adobabat
	Crystal Ball	Good Inspirits last longer.	-	118.00	Wanted Event Created by Fusion
	Sleepillow	Gradually recovers HP.Yo-kai Loafs around more.	700.00	140.00	Purchase at the Whatta Find shopRequest 107 reward
	Restraint Belt	Massively lowers all stats.	-	25.00	Request 89 rewardJungle Hunter exchange
	Guard Gem	Forces Yo-kai to guard.	-	88.00	Chest / Dropped by Wallidin
	Monkey Circlet	Won't let Yo-kai evolve.	-	37.00	Request 99 rewardDropped by Sushiyama

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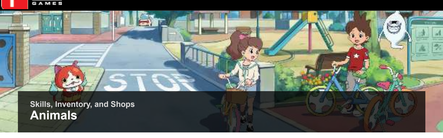

Animals

In order to acquire these, first find them with your Watch Map and then capture them. We've listed the areas and times when they are most likely to appear, so don't give up!

Icon	Name	Type	Location	Easiness to Find	Buy Price	Sell Price	Rare Sell Price
	Green Cicada	Bug	In the trees around business districts and residential areas. It's one of the bugs that appears the most, whether it's day or night.	●●●	-	0.54	1.08
	Brown Cicada	Bug	In the trees around arcades, residential areas, and Wildwood Way. It's one of the bugs that appears the most, whether it's day or night.	●●●	-	1.05	2.10
	Evening Cicada	Bug	In the trees of Blossom Heights and Breezy Hills. Can be found during the day.	★★	-	1.56	3.12
	Rhino Beetle	Bug	Found rarely in the trees of Mt. Wildwood and trees elsewhere. Easier to find at night.	★	-	15.00	30.00
	Dorcus Stag	Bug	Found rarely in the trees of Mt. Wildwood, in spots where there is a lot of greenery. Can be found at night.	★	-	24.00	48.00
	Sawtooth Stag	Bug	Found rarely in the trees of Mt. Wildwood and trees elsewhere. Easier to find at night.	★	-	5.40	10.80
	Grasshopper	Bug	Found wherever there are bushes.	●●●	-	0.75	1.50
	Praying Mantis	Bug	Found sometimes wherever there are bushes.	★★	-	1.83	3.66
	Locust	Bug	Found wherever there are bushes.	●●●	-	2.22	4.44
	Firefly	Bug	Flies around rivers and lakes. Can be found at night.	●●●	-	7.80	15.60
	Swallowtail	Bug	Found sometimes in the trees around town. Easier to find during the day.	★★	-	1.41	2.82
	Long-Horn	Bug	Found in various trees.	●●●	-	1.68	3.36
	Flower Scarab	Bug	Found sometimes wherever there are bushes.	★★	-	0.96	1.92
	Ladybug	Bug	Found sometimes in any kind of bush.	★★	-	0.60	1.20
	Turtle	Fish	A lake turtle, can only be found on Mt. Wildwood. Can be fished after acquiring the Fishing Rod in Chapter 5.	●●●	-	0.90	1.80
	Black Bass	Fish	A lake fish. Can be fished after acquiring the Fishing Rod in Chapter 5.	★★	-	1.95	3.90
	Giant Huchen	Fish	A lake fish. Can be fished rarely after acquiring the Fishing Rod in Chapter 5.	★	-	10.50	21.00
	Carp	Fish	A river fish. Can be fished after acquiring the Fishing Rod in Chapter 5.	●●●	-	0.60	1.20
	Sweetfish	Fish	A river fish. Can be fished after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	13.00	3.90	7.80
	Snakehead	Fish	A river fish. Can be fished rarely after acquiring the Fishing Rod in Chapter 5.	★	-	4.80	9.60
	Mackerel	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	●●●	2.50	0.75	1.50
	Red Snapper	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	28.00	8.40	16.80
	Cowfish	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	-	9.90	19.80
	Marlin	Fish	Can be fished rarely during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	30.00	60.00
	Jellyfish	Fish	Can be fished at night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	●●●	-	2.40	4.80
	Firefly Squid	Fish	Can be fished at night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★★	-	2.16	4.32
	Anglerfish	Fish	Can be fished rarely during the night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	21.00	42.00
	Catfish	Fish	Found in rivers and lakes. Can be fished after acquiring the Fishing Rod in Chapter 5.	●●●	-	1.50	3.00
	Rockfish	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★★	4.00	1.20	2.40
	Beakfish	Fish	Can be fished rarely during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	13.80	27.60

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Mario Kart 8

Mario Kart 8 | Mario Kart 8 Deluxe | Mario Kart Tour

Mario Kart 8 is a racing game for the Wii U. It is the eighth main installment in the Mario Kart series and the first to support HD graphics. It was released worldwide in May 2014.

Gameplay

Mario Kart 8 features the series' traditional arcade-style racing gameplay, with a few new additions. Players can now perform a trick while jumping off ramps, which can be used to gain a speed boost. Players can also now drive on walls and upside down, and can collect and use two items at once.

Characters

Mario Kart 8 features 30 playable characters, including 8 new characters: Baby Rosalina, Bowser Jr., Dry Bones, Inkling Boy, Inkling Girl, Metal Mario, Pink Gold Peach, and Wii U Mii.

Character	Weight
Baby Rosalina	Light
Bowser Jr.	Medium
Dry Bones	Medium
Inkling Boy	Medium
Inkling Girl	Medium
Metal Mario	Heavy
Pink Gold Peach	Medium
Wii U Mii	Medium

Vehicles

Mario Kart 8 features 40 vehicles, including 8 new vehicles: Biddybuggy, Cheep Charger, Circuit Special, Flame Rider, Landship, Sneeker, Standard Bike, and Standard Kart.

Vehicle	Weight
Biddybuggy	Light
Cheep Charger	Medium
Circuit Special	Medium
Flame Rider	Medium
Landship	Heavy
Sneeker	Medium
Standard Bike	Medium
Standard Kart	Medium

Items

Mario Kart 8 features 30 items, including 8 new items: Banana Bunch, Blooper, Boo, Crazy Eight, Fire Flower, Lightning, Mushroom, and Star.

Item	Description
Banana Bunch	Three bananas that can be thrown or dropped.
Blooper	Squirts ink at all other racers, causing them to lose control.
Boo	Steals an item from another racer.
Crazy Eight	Gives the player eight random items.
Fire Flower	Shoots fireballs that can be thrown at other racers.
Lightning	Shrinks all other racers, causing them to lose control.
Mushroom	Gives the player a boost of speed.
Star	Makes the player invincible and gives them a boost of speed.

Tracks

Mario Kart 8 features 32 tracks, including 8 new tracks: Baby Park, Cheese Land, Dry Dry Ruins, Electrodrome, Mount Wario, Sky Garden, Toad's Factory, and Wario Stadium.

Track	Cup
Baby Park	Mushroom Cup
Cheese Land	Flower Cup
Dry Dry Ruins	Star Cup
Electrodrome	Special Cup
Mount Wario	Special Cup
Sky Garden	Special Cup
Toad's Factory	Special Cup
Wario Stadium	Special Cup

Modes

Mario Kart 8 features 4 modes: Grand Prix, Time Trials, Versus, and Battle.

Grand Prix

Grand Prix is the main mode of Mario Kart 8. Players race against 11 other racers in a series of four races. The player who earns the most points at the end of the four races wins the cup.

Time Trials

Time Trials is a mode where players race against the clock. Players can choose any track and any vehicle. The goal is to complete the track in the fastest time possible.

Versus

Versus is a mode where players race against each other. Players can choose any track and any vehicle. The player who finishes the race in the first place wins.

Battle

Battle is a mode where players battle against each other. Players can choose any arena and any vehicle. The goal is to pop the balloons of the other racers.

Online

Mario Kart 8 features online play for up to 12 players. Players can race against each other in Grand Prix, Time Trials, Versus, and Battle modes.

Amiibo

Mario Kart 8 supports amiibo. Players can use amiibo to unlock special costumes for their Mii characters.

Development

Mario Kart 8 was developed by Nintendo EAD. It was announced at E3 2013 and released worldwide in May 2014.

Reception

Mario Kart 8 received critical acclaim upon release. It has a Metacritic score of 88 out of 100, based on 84 reviews.

Sales

Mario Kart 8 sold 1.2 million copies in its first week in Japan. It has sold over 8 million copies worldwide as of March 2015.

Awards

Mario Kart 8 won several awards, including the Game Critics Awards' Best Racing Game and the Spike Video Game Awards' Best Racing Game.

See also

- Mario Kart 8 Deluxe
- Mario Kart Tour

References

1. Mario Kart 8 - Wikipedia
2. Mario Kart 8 - Nintendo
3. Mario Kart 8 - Metacritic